

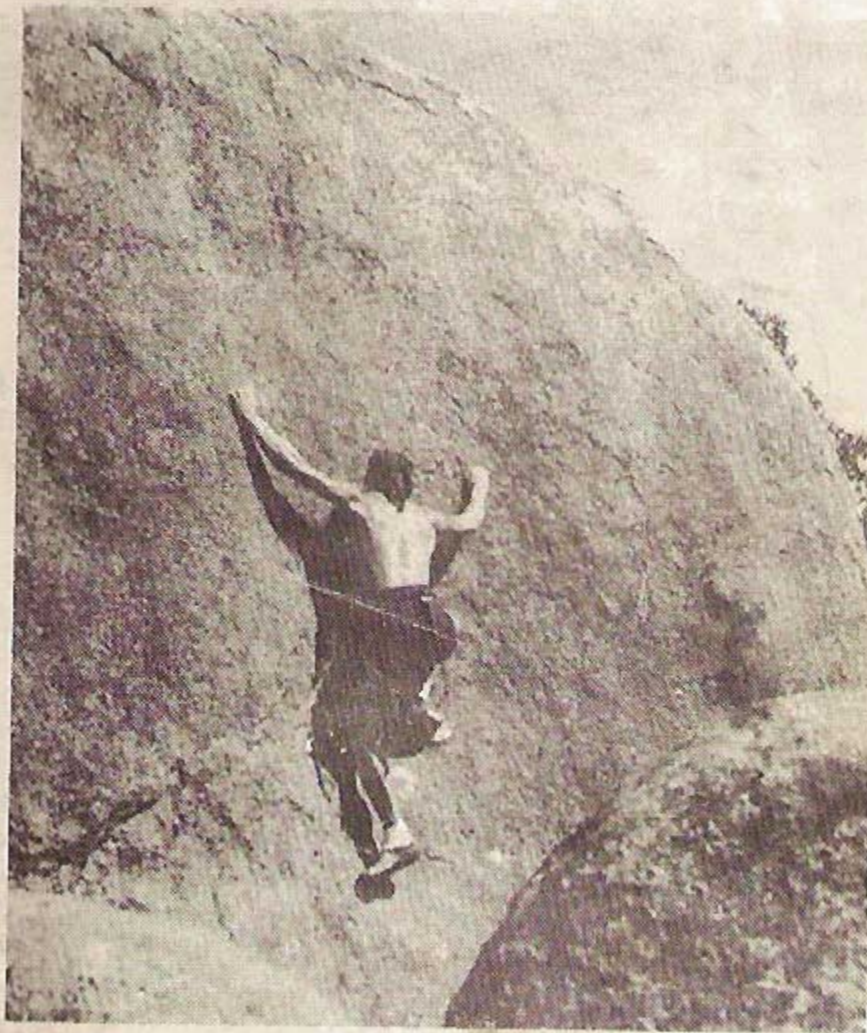
SOUTHERN EXPOSURE

**A CLIMBER'S
GUIDE
TO OKLAHOMA**

**BY
DUANE RALEIGH
AND
BILL THOMAS**

Acknowledgements

The authors would like to thank the following people for their help, without which this guide would have been incomplete: Jon Frank, Jimmy Ratzliff, Greg Schooley, Terry Andrews, Jay Lowell, Kenny Stearns, Sam Johnson and Vicki.



Raleigh on STEAK DINNER



Written and Produced by:

Duane Raleigh
and
Bill Thomas

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A Few Words...

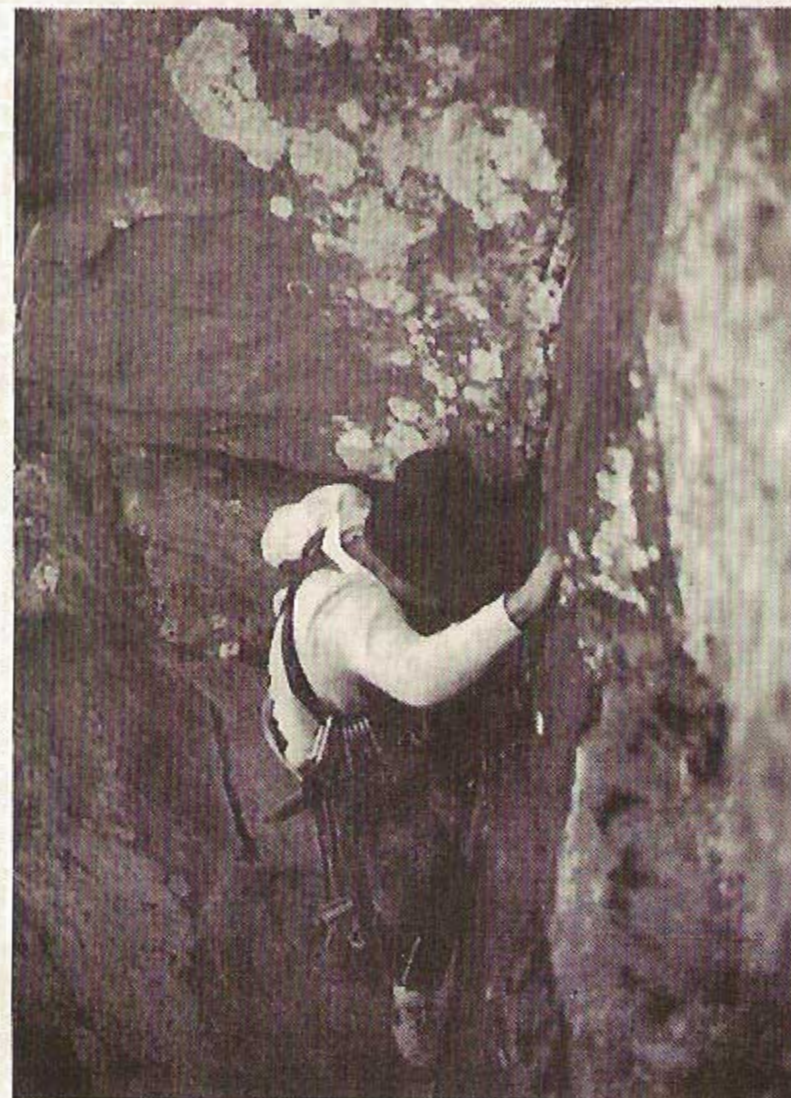
It is not the critic who counts; not the man who points out how the strong man stumbled, or where the doer of deeds could have done better. The credit belongs to the man who is actually in the arena; whose face is marred by dust and sweat and blood; who strives valiantly; who errs and comes short again and again; who knows the great enthusiasms, the great devotions, and spends himself in a worthy cause; who at the best knows in the end the triumph of high achievement; and who at the worst, if he fails, at least fails while daring greatly; so that his place shall never be with those cold and timid souls who know neither victory nor defeat.

T. Roosevelt



DEDICATION

This guide is dedicated to the next generation of climbers who will push the standards beyond today's meager levels.



Grey Wells on the FLYING NUN

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INTRODUCTION

Well, here it is, the long awaited, much debated guide to Oklahoma's rock. First attempts were thwarted by conflicting interest mainly from wanting to keep the area under wraps and also to wait until most obvious lines had been done. If we waited on the latter, this guide perhaps wouldn't be out for another decade as all of the climbing areas haven't been found yet. This guide has been produced to clarify certain points and to provide assistance so others may enjoy what we now know. The final push for this guide would not have been but without the unwanted assistance from Dr. Kildare.

At first there were very few climbers in Oklahoma. Routes were passed along by word of mouth. This method helped keep the climbing population low and the routes and areas fairly unknown to outsiders. The number of climbers has now grown very drastically. The Quartz and Wichita Mts. have become an arena for climbers from a myriad of states. In the early and mid 1970's it was rare to meet another person, let alone one who climbed, in the Narrows. Today it is rare to have the canyon to yourself. A typical day sees several roped teams on the same face, the inevitable classes, and a caravan of climbers with gear dangling walking up the canyon.

Despite the increasing numbers the rock is yet to suffer from any major abuse. Routes such as the Dihedral have been done over 500 times and yet remains much in its original condition although some of the holds have become quite slick. It is hoped that this guide will serve to buffer the impact of climbers to the rock by presenting some standards and common ethics which might otherwise be ignored.

The problem with pitons had never been a major concern in this area. This is because climbing as a

whole didn't catch on in Oklahoma until the 1970's, by which time pitons were on their way out in favor of nuts. Bolts are however used more now than ever before. This is because of the absence of natural remaining lines. Areas such as Baldy Peak were thought to be climbed out when the last crack fell. This was hardly the case. More new routes were done in 1979 than in all of the previous years combined. This was due to the use of bolts on the blank faces. All bolts have been placed on lead despite the rumors otherwise, except for the one on Scrotum. It is of course considered highly unethical to add or remove bolts on an existing climb. 75% of the routes at Baldy Pk. are now bolt protected. Considering the amount of routes and the amount of bolts, there are still proportionally very few bolts.

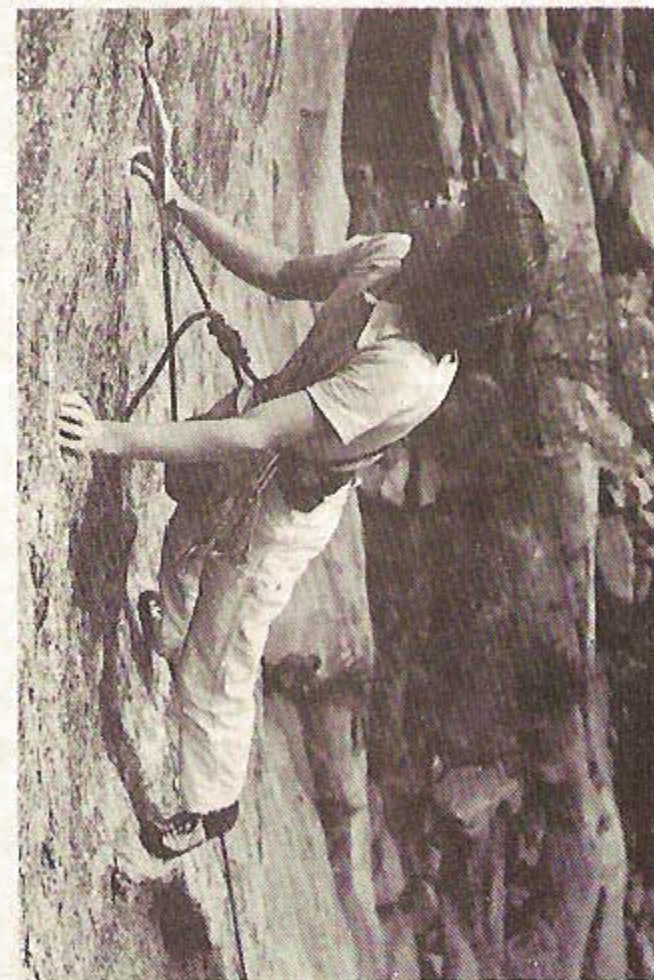
All routes have been safely climbed with the existing protection. Falls from what were previously considered desperate places have been taken with little injury. Some routes still await this test. Use caution on all routes and don't trust anything but yourself when your neck is on the line.

All climbs in this guide should only be attempted by experienced climbers or under the guide of one. Experience is the key to safety. Learn from every climb. Be aware of what is going on and always leave room for retreat, the climb will always be there, you may not. Climbing is best learned from a qualified climber. This may not always be easy to do, but on a given day at any of the rocks there should be someone from whom to learn.

As this is the first written guide to this area, it is also the most difficult and incomplete. The authors apologize for any errors or omissions. For years climbers passed through leaving no record. Hunting down old routes and early pioneers hasn't been easy. The next guide will hopefully, be more complete. This can only come about through your

cooperation. New and old routes which were omitted should be sent to:

Duane Raleigh
615 E. Arlington
Weatherford, OK. 73096
(405-772-6520)



Terry Andrews on AMAZON WOMAN

RATINGS

This guide uses a rating system similar to the Yosemite Decimal System (YDS) of 5.0 to currently 5.12. The plus/minus (+-) designation is used when the exact rating is unclear. The added suffix of r, x, or xx is added to provide insight to routes which are considered to be poorly protected. The suffix r means a 15 ft. leadout is common. An x means a fall of over 30 ft. is possible, and xx means a ground fall is very possible.

When pitons or specialized equipment is needed a note will be made in the route description.

The ratings in this guide cannot be 100% accurate. Don't attempt a move if it seems to be harder than its rating just because this guide lists it as "5.7". Use your own judgement to avoid potentially dangerous situations.

To give you some idea of the levels of difficulty for a rating, an "average" route for its rating is listed below.

- 5.5- Tree Corner, Elk Mt.
- 5.6- Great Expectations, Elk Mt.
- 5.7- The Dihedral, Narrows.
- 5.8- Crazy Alice, Narrows.
- 5.9- Flying Nun, Narrows.
- 5.10- Silent Scream, Baldy Peak.
- 5.11- Chicago Bound, Baldy Peak.

Direct aid climbing is rated from A0 to A5.

- A0- Pulling on slings.
- A1- Straightforward aid.
- A2- Increasing difficulty.
- A3- Occasional insecure placements.
- A4- Placements may not hold body weight.
- A5- Several A4 placements in a row.

When an aid route can be done on nuts, a C (chock) will replace the A prefix, i.e. C5.

Boulders are rated much the same as standard rock climbs. The system devised by John Gill seems to be the best and is used here.

- B1- Bouldering at or above 5.11.
- B2- More difficult.
- B3- Very extreme, the maximum difficulty.

When a problem is easier than B1, its YDS rating will be given with the prefix "B", i.e. B5.9.

All routes in this guide are described as you face the rock. All distances are approximate, allow some for error. When a route is shown in a photograph, its title will be underlined in the route description.

ETHICS

It is not the purpose of this guide to preach ethics to climbers, however when the rock suffers from abuse and climbers are needlessly injured, something should be said.

Chalk- The use of chalk is widely accepted by most climbers.

Pitons- Pitons should not be used on any existing climb unless otherwise noted. They are occasionally needed to supplement nuts and for aid climbs, but don't weight yourself down with them.

Bolts- Bolts are a controversial issue. They should be placed only as a last resort when nothing else will do. Bolts do open a lot of climbs which would otherwise not exist, justifying their existence.

Fixed Protection- All fixed protection necessary for a climb should be left in place. Don't pound on existing bolts, this only weakens them.

Remove old slings, carry out all trash (including tape) and preserve the rock so we may continue to enjoy it.

WEATHER

The climbing season in Oklahoma can last all year depending on how much one is willing to suffer. The best weather is found in the Spring and Fall months. Summer temperatures usually range above 100°, climbing is most enjoyable in the early morning and late evening with afternoons best spent at the lake or other cool surges during this time. Winters are generally mild, but temperatures can drop well below freezing for extended periods in December and January. Be prepared for the unexpected.

EVERY PERSON PURCHASING OR USING THIS GUIDE ASSUMES THE RESPONSIBILITY FOR HIS OR HER OWN SAFETY.

WILDLIFE

Wildlife (other than climbers) abounds in the Wichita and Quartz Mts. Buffalo, deer, elk, and rattlesnakes thrive in the area. Rattlesnakes seem to be particularly fond of the Baldy Peak area, extra care should be taken to avoid them in this area.

Insects (mostly mosquitoes) are extremely bothersome during the summer months. Their high-pitched whine has driven more than one climber into a screaming frenzy during the night. Camping away from water on a hill in the wind with ample amounts of insect repellent and a tent should help to relieve this problem.



WICHITA MTS.

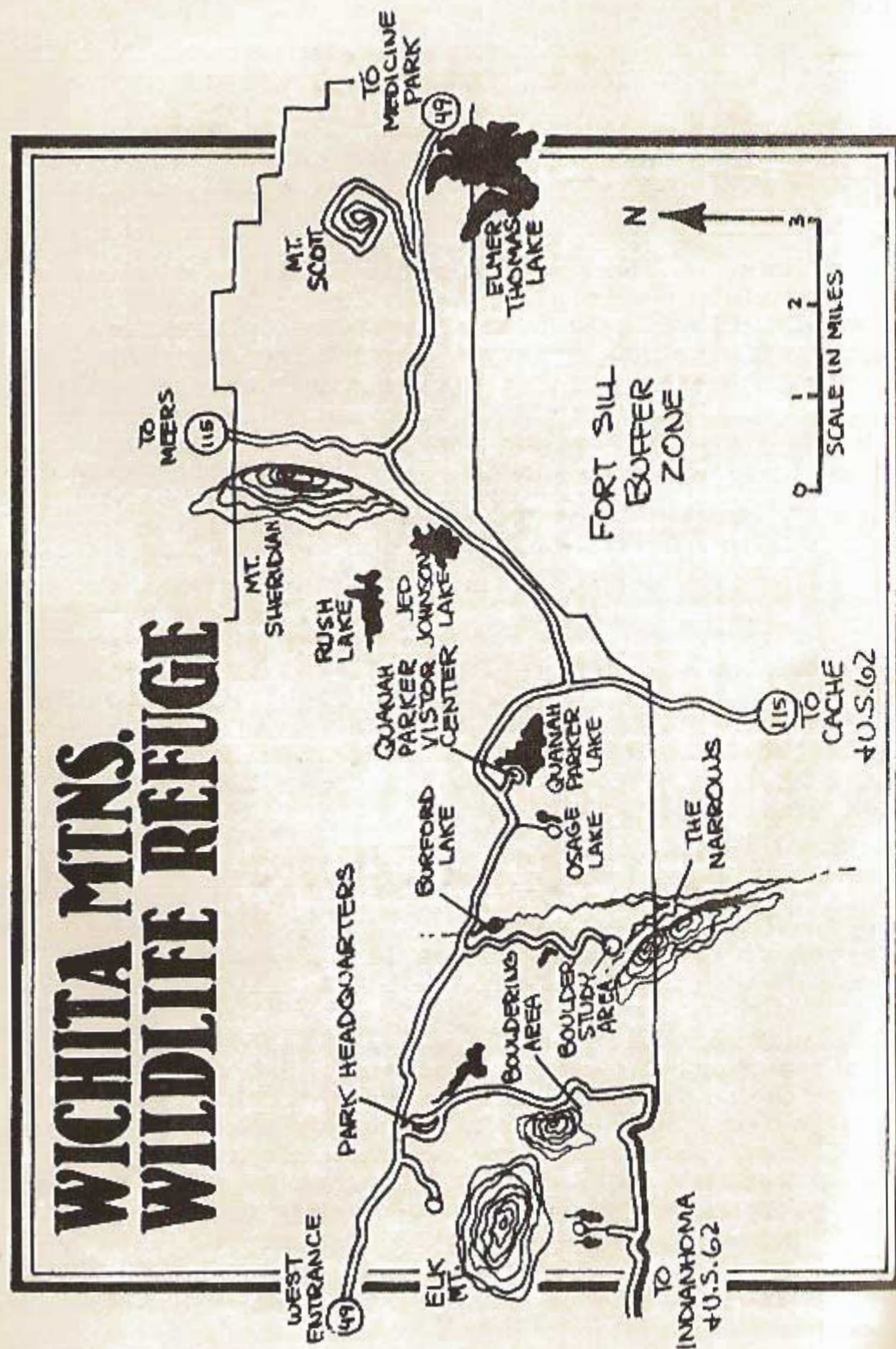
The Wichita Mts. offer the largest collection of rock climbs in the State. The rock is sometimes loose on the less-traveled routes, but is over-all of good quality.

The first technical climbs in Oklahoma were done on Elk Mt. in the 1940's by an unknown climber from Fredricksburg. Most of the climbs are more recent, usually established in the 1970's.

The Wichita Mts. are located 20 miles north of Lawton on SH 49 1 mile west of Medicine Park. Lawton is the closest town offering full accommodations. Medicine Park has gas and food with the Plantation House being a reasonable restaurant for low-budget climbers. Cache also has food and gas, and is on SH 115 south of the Wichitas. Meers, a very small town on SH 115 north of the Wichitas, offers food and the infamous Meersburgers.

Because the Wichita Mts. are in a National Wildlife Refuge, they are subject to regulation. Know and obey the rules. The regulations are posted at all entrances to the Refuge. Much of the Refuge is closed to the public, this guide covers only the areas open to public use. Topo maps and additional information may be obtained at the Quanah Parker Visitor Center in the Refuge.

Contact refuge personnel in all cases of accident or other emergency. A 24 hour emergency telephone is located at the rear of Refuge Headquarters. A public telephone is located in the Quanah Parker Recreation Area. Refuge telephone number is AC 405-429-3222.



MT. SCOTT

The tallest and largest mountain in the area. This is the large mountain on the north side of the road as you enter the park from the east. In good conditions you can drive to the summit.

Routes done on Mt. Scott are difficult to find. Once a climb is discovered, it can be lost in the jumbled boulders and brush for years. Specific routes will not be listed here. There are many excellent cracks along the summit and base of Mt. Scott. This area offers bouldering next to the road with numerous slabs and blocks if you are pressed for time and want to grab some quick rock.

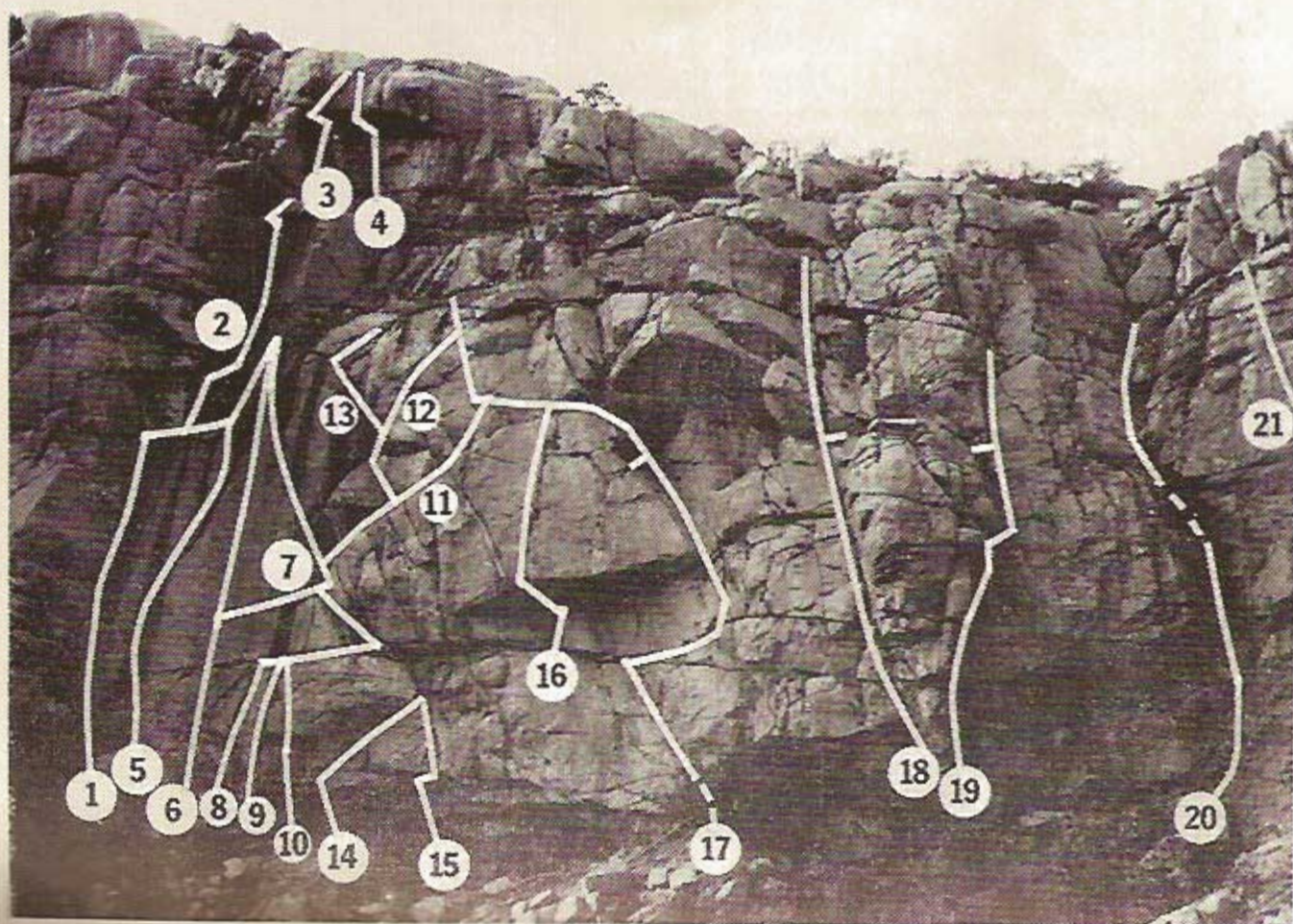
OSAGE LAKE AREA

The hills and canyons southeast of Osage Lake abound in rock that is climbed infrequently. The rock is usually loose and mossy with a difficult approach. There are however, several fine lines if you tire of the other areas. Probably the best route in the area is LAMPON. 5.7, first done in the early 70's by Jay Lowell. Lampoon takes a steep, loose crack above a creek. There are several bolts and pins on this climb.

THE NARROWS

A boulder strewn canyon in an alpine-like setting. The steep walls on both sides of the canyon offer a unique setting for Oklahoma climbing.

To reach the Narrows, take SH 49 past Mt. Scott. When the road forks at a stop sign, take the right, north fork. Continue on this road to the Lost Lake-Boulder Study area about three miles west. Take the Lost Lake road one mile to a gate. Stop and park, the gate is opened only with special permission. Walk south down the road two miles to some huts and



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the road's end. Hike east past a water pump to a creek in a canyon. Follow the creek about a mile and a half to some steep walls, this is the Narrows.

ZOO WALL

The first large wall on the right side of the Narrows is the Zoo Wall. The Zoo Wall is characterized by a prominent dihedral on its left side and a dark chimney on its right side.

THE DIHEDRAL. 5.7.

The most popular climb in Oklahoma, this route goes up the prominent dihedral on the left side of the Zoo Wall.

1. Lie-back, jam and face climb up the corner to a roof. Traverse right under the roof to easy rock.

FLYING NUN. 5.9. Raleigh, Bill Thomas, 1978.

The continuation to the Dihedral.

1. Climb the Dihedral to the roof. Step right and follow the corners above to a small roof which you surmount.

FLYING NUN VARIATION. 5.8. Raleigh (solo) 1977.

1. Climb the steep face via a small crack to the right of the final moves on the Flying Nun. Step right onto a knoll when the crack runs out.

SLOTH. 5.10. Jimmy Ratzliff, 1979.

Above the Flying Nun is a large roof with a crack, this is the Sloth.

1. Jam out the crack in the roof.



Duane Raleigh on CRAZY ALICE

SMALL ROOF. 5.8. Jon Frank, Ratzliff, 1979.

1. Climb the small roof to the right of Sloth.

CRAZY ALICE. 5.8. Mike Panciera, 1975.

Steep, well-protected crack climbing. This route follows the obvious hand crack on the wall to the right of the Dihedral.

1. Enter the crack from the right and follow it to the top.

MCBRIDE'S MIND. 5.10r. Jimmy Ratzliff, Jon Frank, 1980,

A nice varying route to test your crack and face techniques on.

1. Face climb 15 ft. right of Crazy Alice to a bolt. Climb 10 ft. past the bolt, then step right into a left-angling hand crack following it on up.

DR. COOLHEAD. 5.10x. First led free in 1980 by Raleigh, Rick Thomas, Bill Thomas.

Keep a cool head on this one.

1. Get the bolt on McBride's Mind, then go straight up the wall above staying between the two cracks.

FLYING GRASSHOPPER. 5.7-5-9.

A wandering line with three starts and three finishes. This route follows the crack systems just right of McBride's Mind.

- 1a. Jam the first crack to the right of McBride's Mind to a ledge (5.8).

- 1b. Take a short corner leading into a small

chimney 10 ft. right of the jam crack. (5.7).

- 1c. Mantle up a series of overhanging blocks to the right of the small chimney. (5.8).

All starts end up on a horizontal crack or ledge. Traverse right 15 ft. on the ledge to the first crack. Take the short crack to a weedy ledge. Traverse right on the weedy ledge to a small alcove.

- d. From the alcove, follow a horizontal crack right onto a ledge below a short slab. Follow large holds on the slab to the top. (5.7).

e. Chimney the slot to a small ledge and then step right following a short finger crack onto ledges leading to the top.

- f. From the small ledge at the top of the alcove, climb right onto a smooth slab. Follow the cracks right and up.

ROOF TRAVERSE. 5.9.

1. Climb a short pillar of rock 10 ft. right of the overhanging start to the Flying Grasshopper onto a small ledge above an overhang. Traverse right along the lip angling towards Critical Mass.

SCROTUM. 5.11+(so far).

This route goes to the bolt at the lip of the large roof below Critical Mass. After hundreds of attempts spread over several years it is still unclimbed.

CRITICAL MASS. 5.10. Jon Frank, Jimmy Ratzliff, 1980.

A classic meat-eating roof. This was originally done on aid in the early '70's and repulsed many before its eventual free ascent.

1. This route goes out the large roof to the right of the Flying Grasshopper via a crack. Go out the roof, then up a crack to easy slabs.

UNFINISHED PIECE. 5.7.

A broken but popular route. This route follows the natural features to the right of Critical Mass with a belay from the large cedar tree seen from the base.

1. Climb easy rock to the right of Critical Mass to a V slot. Pull through the slot following it to a cedar tree.

2. Traverse left at the tree and follow a short crack to the top, or traverse a few feet further and go up a short slab.

YELLOW CORNER. 5.7.

Walk 40 ft. right of Unfinished Piece through a large cedar tree below a left-facing, yellow corner.

1. Climb loose rock to the corner. Follow the corner to a large ledge.

2. Traverse right to easy rock, or step left into the continuation of the corner.

TRIPLE DECKER. 5.8.

This route follows the overhanging corners to the right of Yellow Corner.

1. Undercling and lie-back around the loose roofs to a large broken ledge.

2. Follow the broken rock right to the top, or traverse left into the second pitch of Yellow Corner.

CLOSED HEIMER. 5.6.

This route goes up the loose, dirty and usually wet chimney on the right side of the Zoo Wall.

1. Climb crumbling rock to the start of the chimney. Enter the chimney and follow it to a large chock-stone where you go deeper into the crack to by-pass the stone. Climb out of the pit and finish up easy rock.

STRAIGHT FACE. 5.9?

This is a route done on top-rope due to the protection factor.

1. Climb a faint crack in the steep wall making up the right side of the Closed Heimer chimney.

SHAKE-N-BAKE. A3. Jimmy Ratzliff, Charlie Hays, 1978.

Walk around the buttress to the left of the Dihedral, then scramble up grassy slopes to a short wall with a large, flat roof.

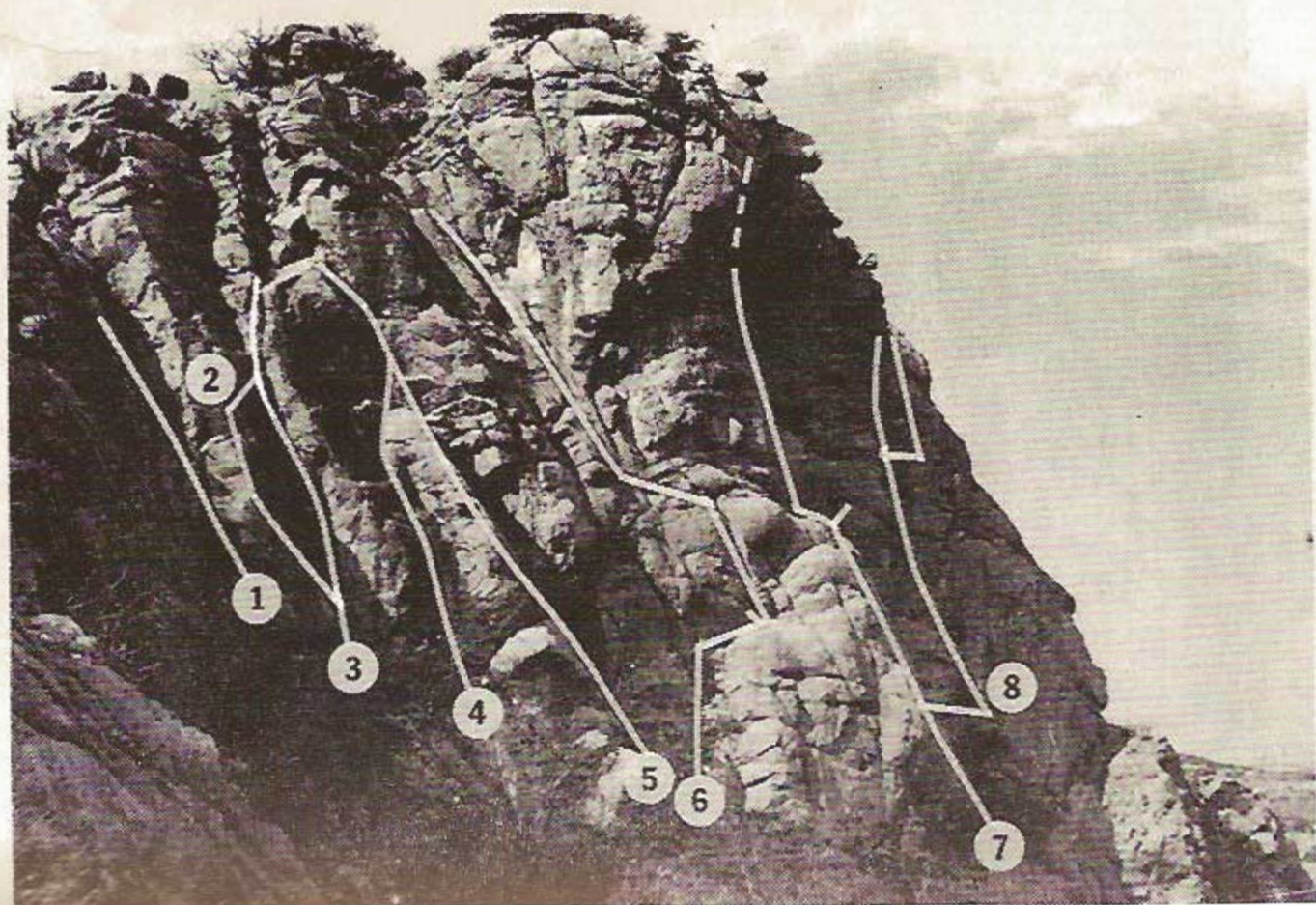
1. Nail out the roof in the thin crack.

LEANING TOWER

The Leaning Tower is the large wall about 500 yds. down the canyon from the Zoo Wall. This is on the same side as the Zoo Wall and is easily reached by following the tree line left from the Dihedral. The Leaning Tower has two prominent, left-leaning dihedrals which lead into a huge summit overhang.

DR. KILDARE. 5.10+ (so far).

This was the main force in the production of this guide. This ankle-breaking route is on the very



LEANING TOWER

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right-hand, lower side of the Tower. It is a short verticle, right-facing corner which leads into a long horizontal roof with a small undercling crack.

CAPTAIN CRUNCH. 5.7. Ken Rose, Kenny Sterns, 1974. Direct finish done in 1979 by Jon Frank, Jimmy Ratzliff.

This route takes the broken dihedral to the right of LTD. Scramble to the first pitch of LTD, then traverse right above a large cedar tree to the corner.

1. Climb the corner to a roof. Traverse right or climb through the loose blocks above.

LTD. 5.9r. Ken Rose, Kenny Stearns, 1974.

The classic line on the wall. LTD follows the left dihedral of the two prominent dihedrals on the wall.

1. Scramble over trees and blocks to the start of the dihedral. Face climb 25 ft. up the corner (crux) to a large ledge.
2. Follow the corner to a large overhang. Chimney up the overhang protecting with a small tube or large friend.

LTD ALTERNATE START. 5.6r.

This variation to LTD avoids the crux moves and allows one to climb the second pitch.

1. Traverse left at the start of LTD to a crack. Climb the crack to the regular belay ledge.

NECKLINE. 5.8x. Bill Thomas, Donnie Hunt, Duane Raleigh, 1980.

A nice intermediate route with lots of air. Scramble up 20 ft. to the first gully about 150 ft. left of

LTD. Climb a short chimney on the right side of the gully to a large ledge.

1. Climb the clean arching crack above the ledge. When the crack runs out, traverse left below the steep headwall. Follow a yellow corner through loose rock to the top.

ARROWSMITH. 5.7. Ken Rose, Kenny Stearns, 1974. Direct finish done in 1976 by Raleigh and Donnie Hunt.

This route follows the prominent left-facing corner just left of the Neckline.

1. Scramble up the same corner as the Neckline, but traverse left into a dihedral at the top of the gully. Pull over into the corner (crux) and follow the dihedral as it bends left several times. Once out of the dihedral, traverse right to easier rock, or climb the roof above.

THE Y. 5.7.

1. Climb moderate rock 20 ft. left of Arrowsmith angling right to a large ledge. Climb through the roof above, or traverse right to easier rock.

NO NAME. 5.7. Raleigh, Donnie Hunt, 1976.

1. This route takes the short, clean finger crack or corner to the left of the Y.

TIGHT ROPE. 5.6.

1. Follow the easy, low-angle corner just left of No Name to a small ledge below a blank wall. Climb up the wall 10 ft., then traverse right to easy rock.

CRUCIFIX. 5.7.

This route takes the broken corner 25 ft. left of Tight Rope.

1. Follow black rock 20 ft. to the corner. Follow the crack or corner above.

FRICTION SLAB

The Friction Slab is the low-angle broken wall opposite the Leaning Tower on the other side of the canyon. The Slab is excellent for picking up the finer points to friction climbing. Numerous routes criss-cross the face. Only the more popular and prominent climbs are listed.

MOUTH. 5.7.

1. Climb through the overhang at the base of the slab above the water. Belay by a large cedar tree. Descend to the left, or continue up the slab.

MIDDLE ROUTE. 5.6.

1. Scramble up talus on the left side of the slab to a broken corner. Follow the corner 30 ft. to a tree.
2. Go up the middle of the slab above to a large ledge. Scramble left to descend.

RIGHT CORNER. 5.7.

This route follows the left-facing corners on the right side of the Slab.

1. Do the first pitch of the Middle Route.
2. Climb the corners to the right to an overhang.

Traverse right to easier rock, or for a challenge, go directly up the overhang.

NOSE. 5.8. Jon Frank, Jimmy Ratzliff, 1978?

This route works its way up the multi-coloured steep wall to the right of and around the corner from the Mouth route.

1. Follow the crossing cracks on the face working your way right.

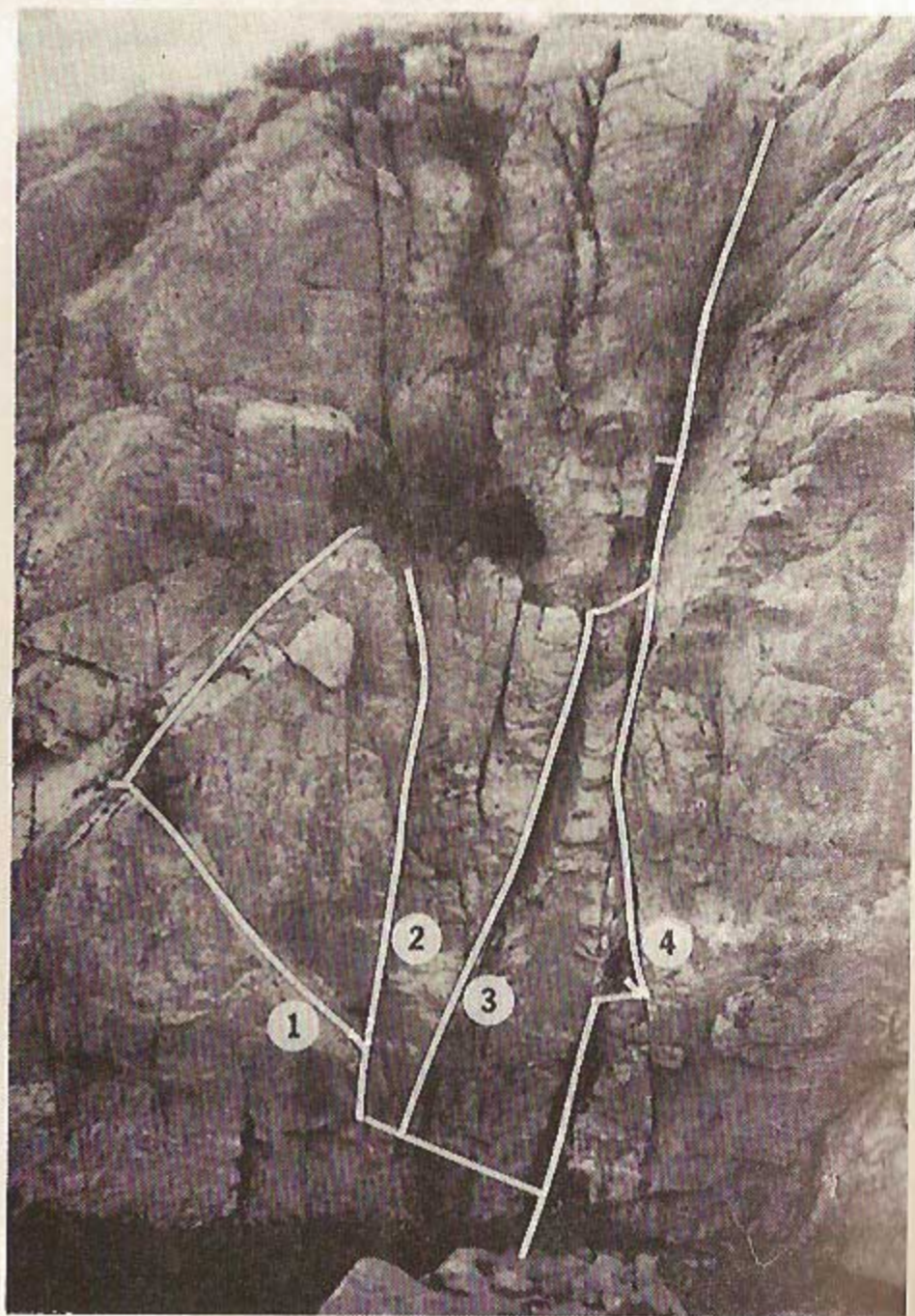
LICHEN WALL

The steepest and tallest wall in the Wichita Mts. The Lichen Wall is the large wall next to the water at the very end of the canyon before it forks north and south. The Wall gets its name from the large amounts of lichen that cover the rock making for exciting climbing. The unusual setting of the wall gives climbers a taste of sea-cliff type climbing in Oklahoma.

KER PLUNK. 5.7. Charlie Oydston, 1977.

This classic route ascends the narrow ramp on the lower left-hand side of the Lichen Wall above the water. It received its name when on the first free ascent, Charlie pulled off a loose block and landed in the water.

1. Step onto the wall at the most reasonable point which varies with the water level. Climb up 5 ft. then traverse left across black rock to a crack leading to the ramp. Ascend the crack, then step left onto the ramp and follow it to a small cedar tree. Scramble up the grassy ledges above the tree to airy, but easy rock to reach the summit.



LICHEN WALL-LEFT

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MONKEY'S WAY. 5.7r.

A verticle, loose corner yielding much exposure. Monkey's Way follows the first crack system to the right of Ker Plunk.

1. Do the first 30 ft. of Ker Plunk arriving at the large ledge which leads onto the ramp. Jam the crack above the right side of the ledge 60 ft. to a large cedar tree.

JAY'S GULLY. A3?. Jay Lowell, 1974?

Not a gully, but a vertical ditch. The Gully nails up the faint cracks and corners parallel and right of Monkey's Way.

1. Nail up loose and dirty rock following indescreet features finally exiting right into a large chimney.

- 2, Continue up the chimney with Old # 7.

OLD # 7. 5.7. Jay Lowell, Kenny Stearns, Ken Rose, 1974.

This route follows the long crack system above the start to Ker Plunk.

1. Climb up the black crack 50 ft. to a large ledge.
2. Continue up the crack arriving in a large gully after about 40 ft. Scramble up the gully to a large chockstone.
3. Climb around the chockstone and exit out the chimney, or follow ledges to the right on mossy rock.

THE LEAUGE OF DOOM. 5.11. Raleigh, Bill Thomas, 1979.
First free ascent in 1980 by Jon Frank and Raleigh.

The longest and most difficult route in the Narrows. The second pitch provides exposed face climbing on steep, mossy rock.

1. Walk 40 ft. to the right of Old # 7 to a roof at chest level. Climb the right-facing corner just left of the roof. When the corner meets a small roof, traverse right 10 ft. on a steep slab. Go up the slab and turn the small roof on its right end. Continue up the corner 30 ft., then traverse to the right onto a mossy ledge with a bolt. This pitch is deceptive looking and protection is sometimes poor. It has dropped several climbers.

2. Face climb 30 ft. above the belay to a bolt. Work your way up two underclings to a small, left-facing corner passing two more bolts. Follow the corner 15 ft. to a large ledge.

3. Exit right through a slot onto easy rock.

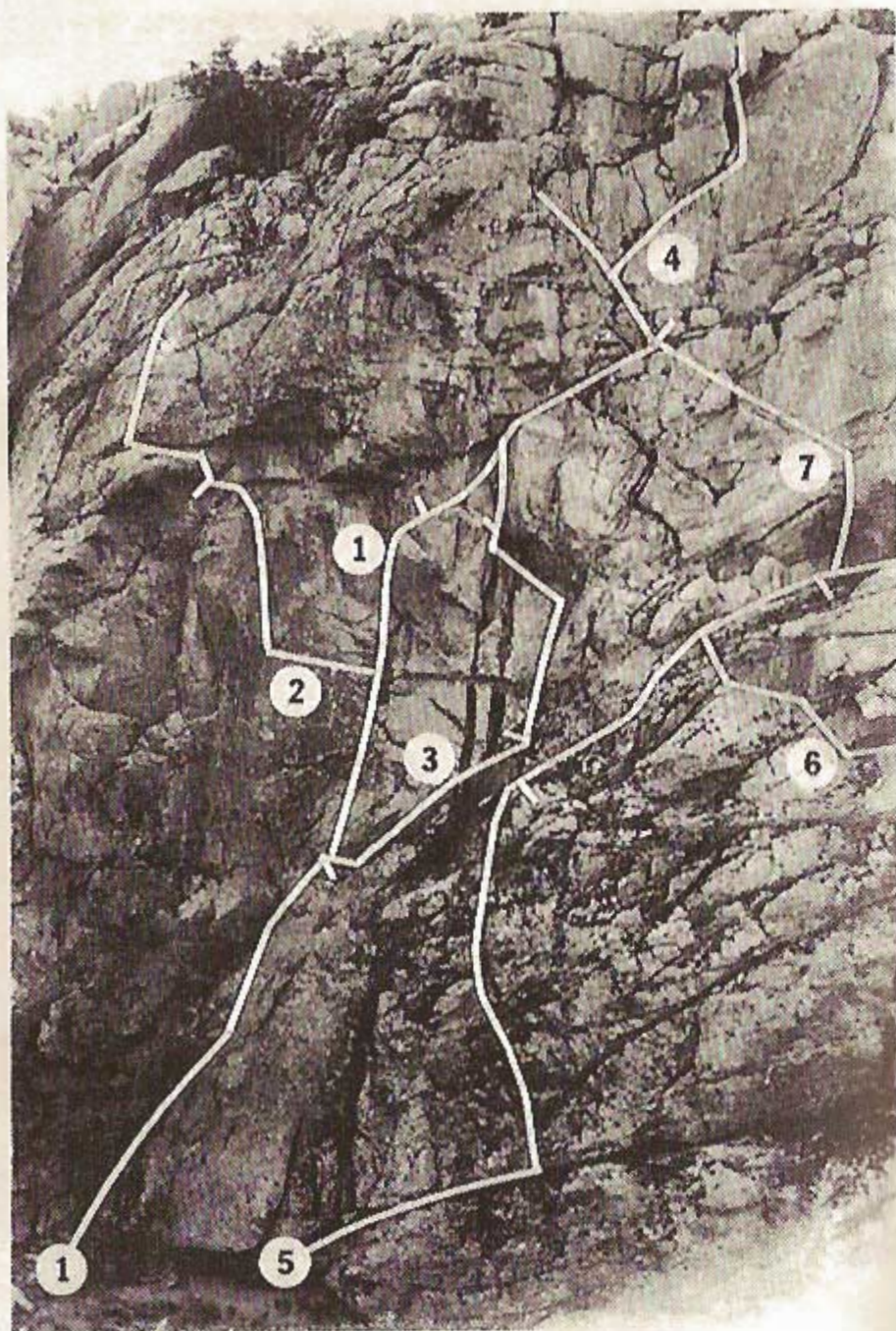
4. Scramble up and left to reach the top (fourth-class).

Friends 1-4 are needed to protect the underclings and for the belay at the top of the second pitch.

WET DREAM. 5.11, A2. Raleigh, Rick Thomas, 1980.

"This is like a bad dream." Established during a very rainy weekend seige.

1. Do the first pitch of Doom.
2. Get the third bolt on Doom, then nail left 20 ft. to a small left-facing corner. Nail up the corner, then step left onto an alcove.



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3. A terror in the rain. Turn the roof above on the right, then step back left and climb a mossy slab above to a large cedar tree.

Friends 1-4 and a large rack of pins are needed.

THE NAKED HEDGE. 5.10r. Raleigh, Rick Thomas, 1980.

A mossy, desperate corner just to the right of the second pitch of Leauge of Doom.

1. Do the first pitch of Doom.

2. Traverse right across a black ramp to a bolt below a large, left-facing corner. Climb the corner traversing left into a hand crack when the corner ends. Follow the crack 20 ft. to a large ledge.

3. Continue with the easy pitches of Doom.

SAME REALITY. 5.9. Jon Frank, Jimmy Ratzliff, 1980.

This awesome-looking route goes out the large roof at the top of the Lichen Wall. Suprisingly the roof is easier than the crack leading to it.

Do any number of routes to reach a loose verticle "thrash and burn" crack which leads to the roof.

1. Climb easy rock to the loose crack. Jam the crack to the roof and an alcove. Exit left out the crack in the roof.

SPACED. 5.6. Jimmy Ratzliff, Jon Frank, 1979.

From the start to the Leauge of Doom, walk right towards the water and a long, horizontal crack.

1. Follow the crack above the water 40 ft. then

ascend the mossy wall above to a ledge.

2. Continue up the broken rock above working to the right. Either rappel, or climb left up broken rock to reach the summit.

LARGE CORNER GIRDLE. 5.6.

A long girdle above the water traversing below large roofs 100 ft. to the right of the Leauge of Doom.

1. Begin in the talus slide on the right side of the Lichen Wall. Step onto the wall near the water and traverse left to the large roofs. Follow the roofs 50 ft. to a small ledge.

2. Traverse left to easier rock.

TRA HEX. 5.6.

The longest and easiest route on the Lichen Wall. Four pitches of moderate rock weave their way up the obvious features on the wall.

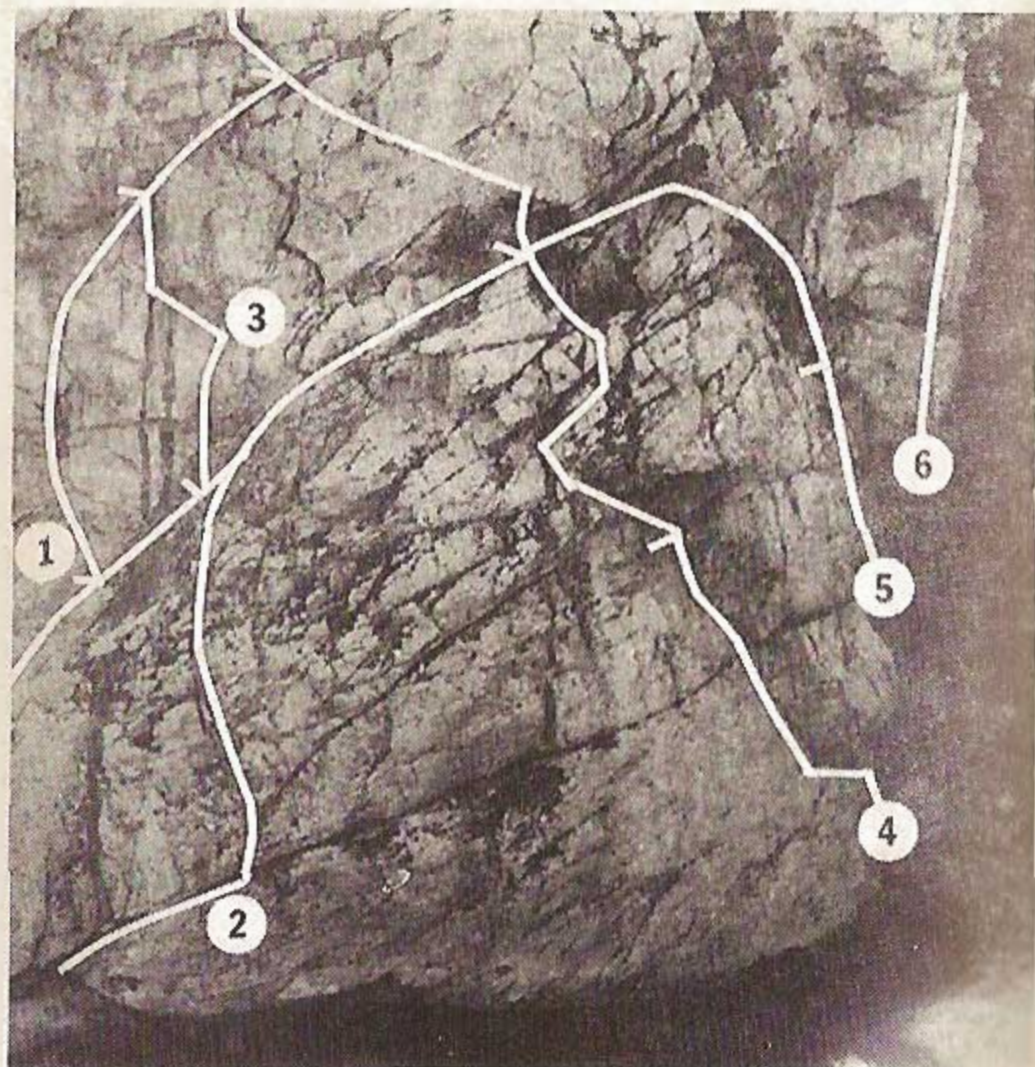
1. Climb the loose chimney 100 ft. uphill from the start to the Large Corner Girdle. Step left when the chimney steepens onto a large ledge.

2. Climb third class rock left 150 ft. to a cedar tree.

3. Step left onto the exposed wall climbing a dead tree to gain the wall. Traverse left (crux) across ledges to a large grassy ledge.

4. Follow ledges and corners left and up to teach the top.

PRACTICE CRACK. A2. Bill Thomas, Raleigh, 1979?



lichen wall-right

1	League of Doom	33
2	Spaced	36
3	Naked Hedge	36
4	Large Corner Girdle	37
5	Tra Hex	37
6	Practice Aid Crack	37

1. Walk uphill 50 ft. from the start to Tra Hex. Nail the obvious thin crack on the steep wall above the talus slide.

FOOL'S AID. 5.7+.

Walk uphill from the Practice Crack to a prominent right-facing corner.

1. Climb the corner onto a large ledge. From the ledge either exit through the crack on the left, or climb the crack to the right 15 ft. which is harder.

WINDOW ROCK

The most colourful and unusual rock in the canyon, but also the least seen. Window Rock is located on the left (north) branch of the creek when it Y's beyond the Lichen Wall. The rock is a large fin of yellow rock with a razor edge and a large opening or window near the top.

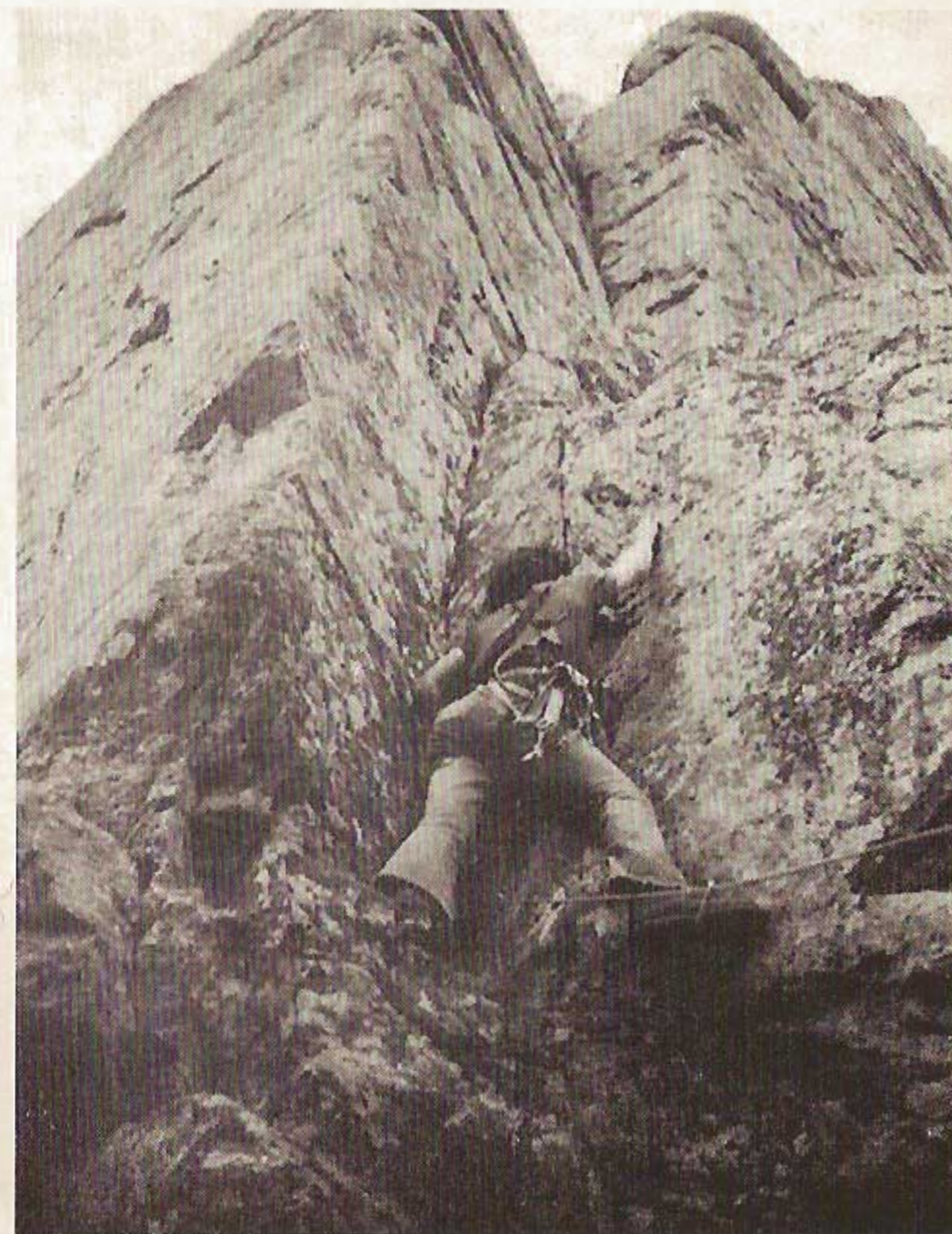
TUBERCULOSIS. 5.8r. Ken Rose, Jay Lowell, Kenny Stearns, 1974.

The only good line on the wall, this route follows the obvious angling corner to the large window.

1. Start about 100 ft. to the right of the corner below a slab. Climb a moderate overhang to a small crack in the slab. Follow the crack to a large roof.

2. Traverse left (unprotected) below the roof to a loose, grassy ledge.

3. Follow the crumbling corner above to the window. Step left onto sound rock, or stay in the window to the top. Bring a small rack of pins to protect the corner.



Donnie Hunt on FOOL'S AID



WINDOW ROCK

RIGHT EXIT TO TUBERCULOSIS. 5.6.

1. Do the first pitch of Tuberculosis.
2. Traverse right below the roof to loose blocks and work your way off of the wall very carefully.

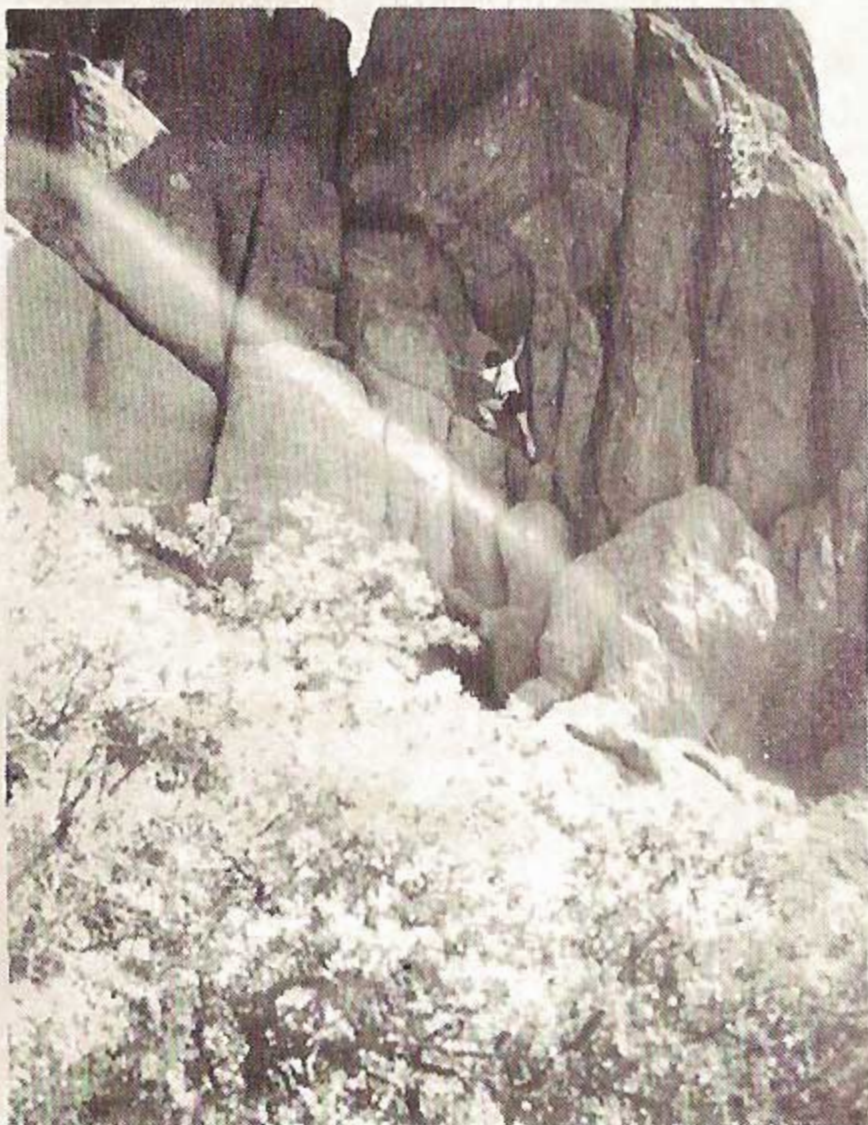
BAT CAVE MT.

Bat Cave Mt. provides easy access and a large variety of boulders, most of which are unclimbed. The NE face of the mountain has several easy friction pitches going up the slabs to the right of a large arch.

To reach Bat Cave Mt. continue on SH 49 past Lost Lake road two miles to the Park Headquarters. Turn south through the Headquarters on Indahoma road. Bat Cave Mt. is the large, tree-less mt. on the west side of the road past French Lake and Fawn Creek. The boulder field is about 30 yards west of the road towards Bat Cave Mt.

SKULL ROCK

Skull Rock is a small outcrop of rock NW of Bat Cave Mt. It has a few moderate climbs and a somewhat lengthy approach. The Rock gets its name from its skull-like appearance. To reach Skull Rock go to the Bat Cave Mt. bouldering field, then hike about one mile NW through the trees and brush to a long, flat ridge. Skull Rock is on the opposite side of the ridge and is not visible until you are right on it. It has a prominent crack going up the middle and a large broken chimney on its left side.



SKULL ROCK

Climber is on HARD WORK

HARD WORK. 5.6.

This route follows the broken chimney on the left side of the rock. The climb is very short but it does allow one to get a little exposure as the rock is also very steep.

1. Begin by jumping onto a steep slab at the base of the wall. Climb the slab 30 ft. to a large, rock filled ledge. Walk up the ledge 15 ft. to the start of the crack. Climb the crack to the top always staying to the left if the climbing seems to become harder.

FACE CRACK. 5.8.

The best and most obvious line on the face. This route goes up the clean crack splitting the face.

1. Do the first 40 ft. of Hard Work arriving at the top of the ledge. From the ledge step right into the crack and follow it to the top. Bring tubes and large hexes to protect the crack.

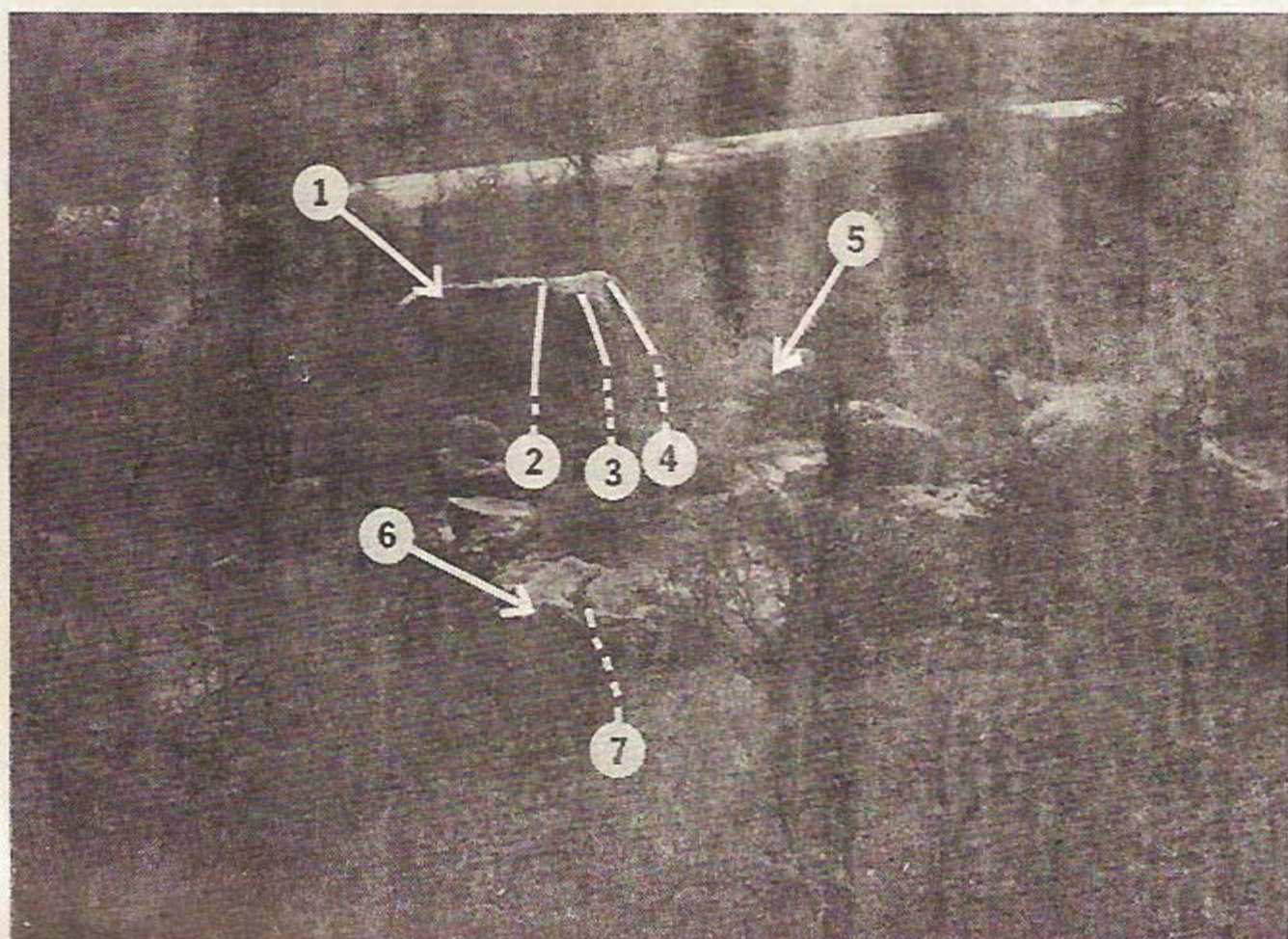
TROUGH. 5.6.

An obscure and indiscreet route going up the loose trough of rock 30 ft. right of the Face Crack.

1. Start up the trough with the crux moves about 30 ft. up just before the trough turns into a crack.

STEAK DINNER AREA

Perhaps the most significant area around Bat Cave Mt. is the Steak Dinner Boulder Field. To reach the area drive south about one-half mile past the Bat Cave Mt. boulders to a short dirt pull-in on the west side of the road. Walk about 20 yards SW crossing a small creek bed to the boulders.



STEAK DINNER AREA

1	Steak Dinner Boulder	48
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The advancing standards on these boulders led to the establishment of the more difficult face climbs in the Quartz and Wichita Mts. The area gets its name from the largest boulder in the area which was coined the Steak Dinner Boulder because of a wager in which the first person to climb its blank west face would receive a free steak dinner at the Plantation House in Medicine Park.

STEAK DINNER BOULDER

This is the largest boulder in the area with no easy way to the top. Descent is accomplished by climbing down the tree on the backside of the boulder.

STEAK DINNER. B1. Raleigh, 1979.

The epitome of effort. This route ascends the middle of the blank west face of the boulder beginning on a prominent jug hold at waist level.

STICKY FINGERS. B1. Raleigh, 1979.

A very high step for both the body and the mind. Ascend the same face as Steak Dinner, but begin a few feet left on some small knobs.

IF. B5.10. Raleigh, 1979.

"If you can get that hold....." This strenuous route follows the slightly overhanging corner to the left of Sticky Fingers and just right of a prominent overhanging hand crack. Climb up on good holds and finish with a difficult mantle.

RAT CRACK. B5.10. Bill Thomas, 1978.

The original route on this boulder and also the most anesthetic. It received its name from the creatures known to inhabit its inner depths. Climb the overhanging crack on the boulder.

THE HOLE. B5.10. Raleigh, 1979.

The most unusual route on the boulder. A long dynamic problem with the crux a long jump to a large hole. This route leaps up the holes and pockets on the side to the right of the Steak Dinner Route.

GORILLA ARM BOULDER

This is the short oblong boulder closest to Steak Dinner. It has a long, curving lip which provides the only route on the boulder.

GORILLA ARM TRAVERSE. B5.8. Jay Lowell, 197?

Arm traverse along the overhanging lip of the boulder finishing with a mantle over the top at the end.

ONE ARM BOULDER

This is the short, blocky boulder 50 yards NW of Steak Dinner. It sets off by itself and hosts a large number of fine routes.

SOUTH FACE. B5.9. Bill Thomas, 1978?

Sometimes done with a run. This route goes up the south face via tiny crystals and a reach to a long horizontal hold.

HEEL HOOK. B5.9. Bill Thomas, 1978.

A nice route for hookers. Heel hook on knobs to the left of the South Face route.

THE POCKET. 5.8.

Jump to a large pocket and mantle just left of the Heel Hook route.

ONE ARM ROUTE. B5.10. Raleigh, 1979.

A hand ripper. Do a one arm jump and mantle to a prominent jug five feet left of the Pocket on the back side of the boulder.

TOE HOLE. B5.10. Raleigh, 1979.

Climb crumbling edges to the left of the One Arm Route beginning in a mossy hole at knee level near some brush.

NEMO'S WALL

A tall bouldering wall well worth the hike. This area is found about 400 yards uphill from the One Arm Boulder. Follow a faint trail leading NW from the Arm Boulder towards a flat ridge with jumbled blocks. The wall is about 20 feet high, 40 feet long, and has a thin verticle seam in the middle.

NEMO'S SEAM. B5.11. Nemo, 1978.

The most difficult route on the wall, a real ankle breaker. Ascend the thin seam in the middle of the wall stemming out its left side.

LEFT SIDE. B5.9. Raleigh, 1978.

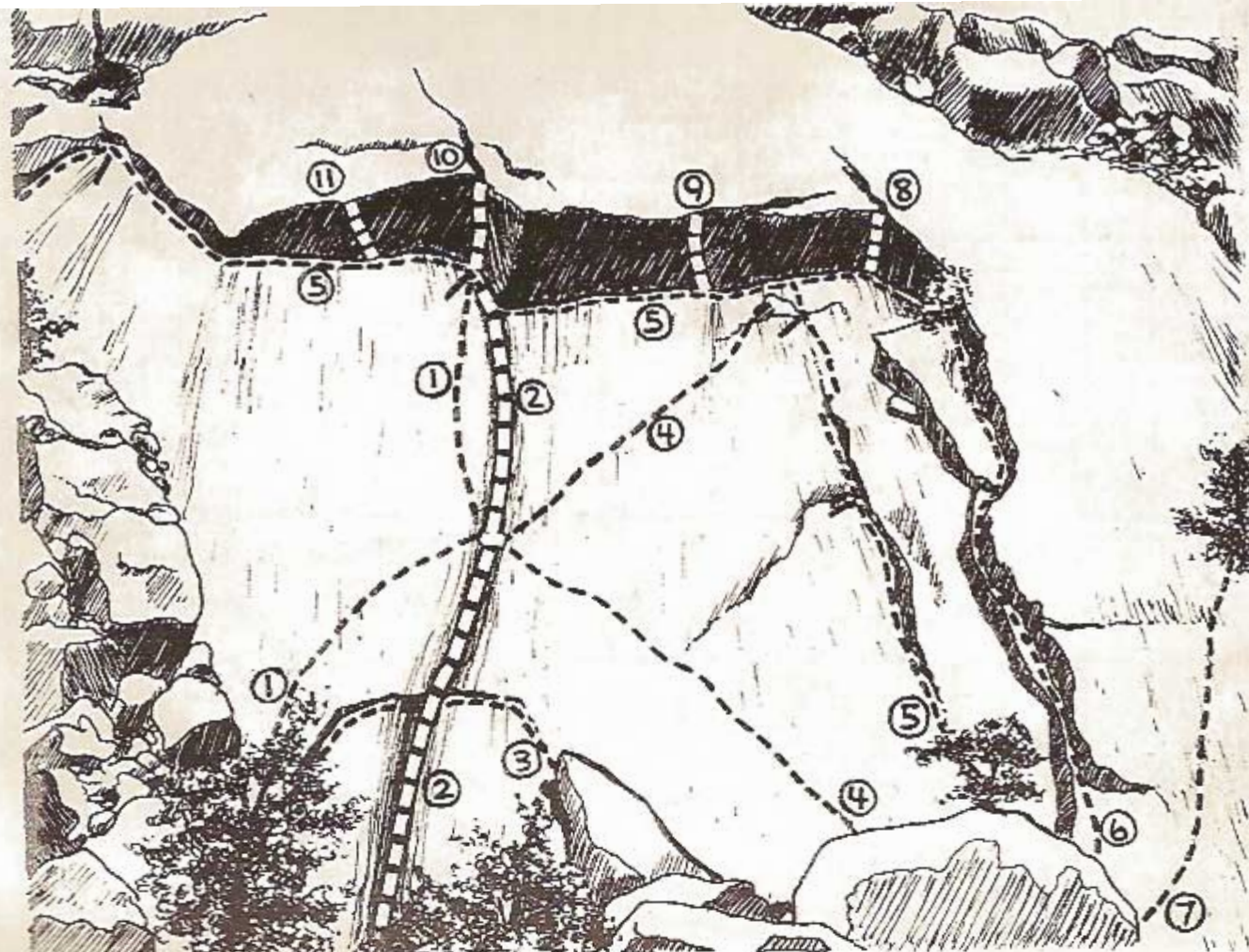
Climb the wall five feet left of Nemo's Seam.

RIGHT SIDE. B5.8. Bill Thomas, 1978.

Climb the wall 10 ft. right of Nemo's Seam to a verticle crack.



Bill Thomas on NEMO'S SEAM



ELK MT.

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ELK MT.

The west face of Elk Mt. is the birthplace of Oklahoma climbing. Its low-angle face provides moderate friction and face climbing on beautiful clean granite. Routes on the wall are usually three pitches in length with bolt belays. There are several nice crack climbs as well as some difficult roof routes on the overhang at the top of the slab. About a dozen medium hexes or stoppers is adequate to protect all routes on the face.

To reach Elk Mt. continue on Indianhoma Rd. past Bat Cave Mt. to Treasure Lake and Post Oak Lake road. Turn north on the road and follow it one mile to its end. From the parking lot hike down a trail going north from the lakes. The climbing slab can be seen from the lakes and appears as a steep unbroken wall on the large SW side of Elk Mt. Hike down the trail about two miles following a creek until the forks right (east) towards the wall. There are several large boulders along the way which are perfect warm ups for the day and when there is sufficient water, there is a pool below a waterfall that offers a cool respite from the summer's heat.

Descent from the slab is accomplished by down climbing a talus filled gully on the left side of the wall, or by rappelling on the bolts with two 160 ft. ropes.

BOULDER CRACK. 5.9.

This short route goes up the hand crack in the boulder on the left side at the base of the slab.

1. Jam the crack. Rappel to descend.

BUTTRESS ROUTE. 5.9r.

This route takes the black buttress 30 ft. right of the Boulder Crack. It has two long pitches which

are largely unprotected, but the hard moves are near the ground.

1. Climb a steep, black buttress just left of the arching crack where tree branches touch the wall. Climb through the branches, go up 30 ft. then traverse right to a two bolt anchor in a black water streak.

2. (5.7) Work your way up the slab to the left of the water streak. Exit left in the gully after 150 ft.

WATER STREAK. 5.7r. Kurt Shier and party.

One of the best lines on the wall. This route goes up the large prominent black water streak in the middle of the slab. This is sometimes unprotected but if you keep your head and are confident on friction you should have no trouble.

1. Begin at the start of the streak. Follow it to a long horizontal crack about 35 ft. up. Step over the crack and continue up the streak to a two bolt belay.

2. From the belay continue up the streak 120 ft. to a bolt below a large roof.

3. Traverse left under the roof to a bolt at a corner. Continue traversing below the roof until an adequate belay can be had.

4. Traverse left via an undercling flake to reach a gully. Instead of doing pitches 3 and 4, you can finish with one of the roof routes.

ARCHING CRACK. 5.7+.

An unusual style climb where you finish on the

ground. This route follows the small arching crack in the middle of the slab. The route is hardest when done right to left.

1. Follow the arching crack up, across, then down.

FACE ROUTE. 5.7x.

Two pitches of unprotected face climbing. This route goes up the slab inbetween the Water Streak and Great Expectations.

1. Climb up the slab 150 ft. then traverse left to the bolt belay on Water Streak.

2. Traverse right onto the face and continue 120 ft. to a small ledge with a large boulder.

3. From the ledge, climb up to the roof then traverse left and finish the same as the Water Streak route, or do one of the roof routes.

GREAT EXPECTATIONS. 5.6. 1940's.

From the parking lot one may have great expectations about this wall. While the climb is not as severe as first imagined, it is one of the most popular routes on the slab, a classic.

This route takes the first large crack to the right of the Water Streak route. This was probably the first rock climb in Oklahoma.

1. From the huge boulder with a small tree at the base of the slab, ascend easy rock to a long hand crack. Follow the hand crack to the first convenient belay ledge.

2. Continue up the crack. When the crack runs out, step right onto a slab following it to the roof above. From the roof, traverse left then down to a small

ledge with a large boulder.

3. Finish the same as the Face Route.

RIGHT DIHEDRAL. 5.6. 1950's.

A long, easy lie-back. This route follows the dihedral just right of Great Expectations.

1. Climb easy rock to the dihedral. Go up 120 ft. to a ledge with a tree. About 80 ft. one may step right into a parallel corner which leads to the same belay ledge.

2. Ascend the left-facing corner above to a large roof. Traverse left then down to a small ledge with a large boulder.

3. Finish the same as Great Expectations.

AID CORNER. A2.

Still an aid problem after many free attempts. This is the corner with a small crack at the top of the slab above the second pitch of Right Dihedral.

1. Do a few moves of aid in the corner to gain an easy crack. Scramble left to descend.

NIGGER LEAP. 5.10. Raleigh, 1979.

A real leap and splat if you don't make it. The crux is at the lip.

1. Climb the roof inbetween Buns Up and the Aid Corner. Climb out on sharp crystal pockets to the right of yellow lichen.

BUNS UP. 5.8.

The most popular roof route in the area. Nicely

exposed, a classic roof. This is the large corner above the second pitch of the Face Route.

1. Lie-back the left-facing corner to an easy slab above. Scramble left to descend.

LEFT ROOF EXIT. 5.8? Jimmy Ratzliff, Jon Frank, 1979.

1. Climb over the roof about 25 ft. to the left of Buns Up just before the roof curves up.

NIKE ROUTE. 5.9xx, Raleigh (free solo), 1979.

Better wear your EB's for this one. The crux is 100 ft. off the deck. This route goes up the slab that makes up the right side of the Right Dihedral.

1. Climb near the middle of the slab 40 ft. to a small horizontal ledge. Continue up the slab staying near the middle.

TREE CORNER. 5.5.

A nice beginners route.

1. Follow the left-facing corner with a tree near the top 20 ft. to the right of the Nike Route.

2. Continue up easy rock, or rappel.

EASY FACE. 5.5xx.

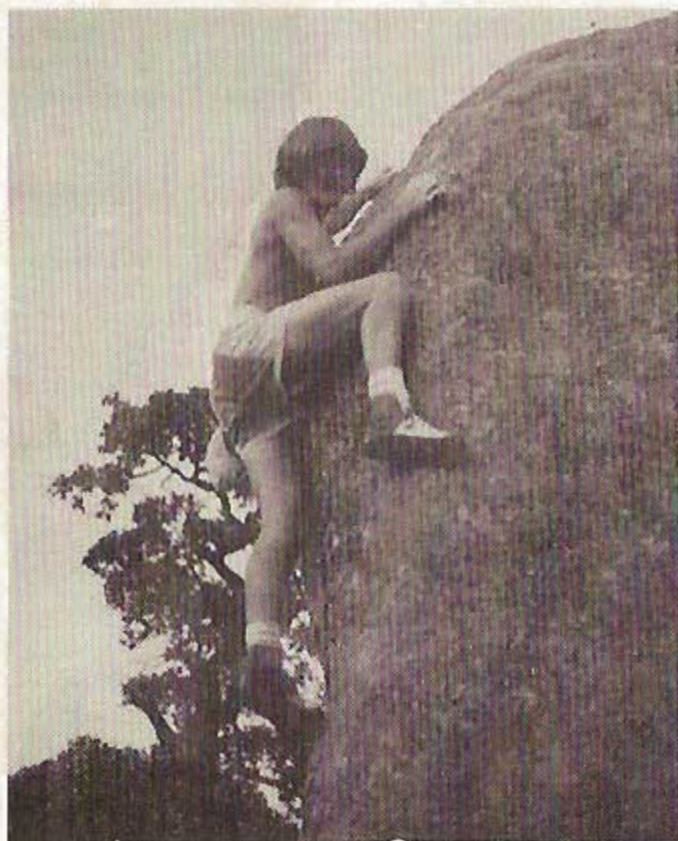
This route goes up the knobby face to the right of the Tree Corner. Descend to the right.

Further west in a ravine on Elk Mt. there are several one pitch crack climbs. The approach is harder than it looks.

CHARONS GARDENS

To the west of Elk Mt. is a rugged wilderness area known as Charons Gardens. Throughout this area there are many excellent one pitch and shorter crack climbs. These can be difficult to locate and no listing of the specific routes will be given.

Always keep your cars locked and equipment or other valuables out of sight. The crime rate in this area is rather high, don't let it become higher.



Bill Thomas on IF

THE QUARTZ MTS.

The Quartz Mts. are the western end of a mountain range which includes the Wichita's. The rock is generally more solid and clean than in the Wichitas and the area is less explored.

ROCK OF AGES QUARRY

The Rock of Ages Quarry is located west of US 183 near Mountain Park. From a distance the mountain looks like a large, steep dome, but in reality one can walk up the wall in most places. The real climbing is in the quarry on the SE side of the mountain. The quarry is on private property and no trespassing signs are posted. Keep a very low profile when climbing in the area. No specific routes will be listed here, but the obvious lines have been done.

YCC QUARRY

This is a short, broken wall of rock off of SH 44 north of Altus. The area is 5 miles SE of Baldy Peak and is reached by taking SH 44 one mile east from the turnoff to the Quartz Mt. State Park. Turn south on a dirt road by a YCC sign. If the gate is open continue down the road, if not park and walk down the road. The quarry is seen easily, and is NE of the buildings.

Very few climbs have been done in the quarry. The only documented route so far is the easy broken corner on the right-hand side of the wall. This was done in the early 1970's by Jay Lowell and party.

Again keep a low profile in the area as this is a sometimes restricted area.

BALDY PEAK

Baldy Peak sweeps up from the prairie 20 miles north of Altus. It offers some of the longest and most continuous face and crack climbs in Oklahoma. The climbing is on solid, clean granite with many bolt protected face climbs. Run-outs are usually long, but most crux moves are protected with the run-outs on easier rock.

Currently, Baldy Peak is privately owned by Ted Johnson. Climbers are welcome as long as they take care of the area. Use a fire pit already established if a fire must be made and make sure all trash is picked up before leaving the area.

To reach Baldy Peak, drive to the Quartz Mt. State Park on SH 44 north of Altus. When the turnoff from the highway forks to enter the Park, take the left fork which leads to Granite. Follow this road as it winds and bends about 2 miles turning right (north) on the first paved road. Follow the paved road over a narrow bridge, then go 1 mile to the first intersecting dirt road which passes over a large colvert. Turn right (east) on the dirt road towards a large, barren mountain. Follow the dirt road taking the first right, then the first left to a small parking area by a fence.

ACCOMMODATIONS

Water and free hot showers are available in the State Park. On summer weekends free movies are shown at the Park Lodge. Food, T.V., and games are also available in the Lodge. There are two places to buy food near Baldy Peak. The closest is Duke's and is located just outside the Park's south entrance across the river from the water slide, the other place is within the Park. The closest place to buy gas is 1 mile south of Duke's grocery towards SH 44.

SOUTH FACE

The south face of Baldy Pk. offers the best climbing on the mountain. Climbing on the south face is divided into three areas which are listed below.

The Practice Wall- This is the short, steep wall closest to the parking area. It contains several good lines as well as an approach to the Snake's Head route.

The Main Wall- The Main Wall has the majority of the climbs. This is the large face above the camping area. Descent from the Main Wall may be done in two ways. The easiest way to descent is by rappelling from the three bolt anchor at the top of the large headwall. Two 165 ft. ropes are needed for the rappel. The second descent is by hiking down the backside skirting the large green slabs.

The Lower Wall- The Lower Wall is hidden from view when at the parking or camping area. It is separated from the Main Wall by a large, boulder-filled ravine on the right side of the Main Wall. To approach the Lower Wall, walk right, along a trail through the camping area and cross a small ravine. Continue on the trail until you cross another small ravine. The wall should be to your left starting at ground level.

NW FACE

Climbing on the northwest face is very limited. The northwest face is made up mainly of mossy, loose, green slabs which are somewhat unprotected.

BOULDERING AT BALDY

The base of Baldy is strewn with numerous large boulders excellent for bouldering. The best and most popular boulders are located just over the fence from the parking area in the campgrounds.

Due to confusion over ascents, no first ascents are listed for the boulders. The boulders are listed in order as you first cross the fence from the parking lot.

THE GILL BOULDER

The first and tallest boulder to the left of the trail is the Gill Boulder. With three climbable sides and one "Gill Side", this boulder affords nice climbing along with a flat summit excellent for camping on.

TREE FACE. B5.6. Climb jugs on the side facing the trail.

FINGER TIP TRIP. B5.9. Climb the overhanging, rounded side via a series of razor pockets.

OVERHANGING CORNER. B5.9. This route goes up the loose, overhanging corner just right of Finger Tip Trip.

BLACK SCRATCH. B5.10. Just right of the Overhanging Corner is a steep wall with brush touching it. Climb this wall near the middle exiting right near the top.

RIGHT EDGE. B5.10. Follow the corner on the right side of the wall with Black Scratch.

RUN AND JUMP BOULDER

This is the oblong boulder with the slick slab facing the trail.

RUN AND JUMP. B5.10. Originally done with a run, this route now goes static. Beware of the dreaded shin knock. Climb the smooth, low-angle section of the boulder nearest the trail.

SEAM. B5.9. Ascend the seam a few feet left of Run and Jump.

KNOB JOB. B5.9. Climb to an obvious knob left of the Seam route.

CORNER MANTLE. B5.10. Mantle onto the overhanging corner just left of Knob Job.

BLACK FACE. B5.9. Ascend the steep, black face right of the Run and Jump route.

BLACK BUTTRESS BOULDER

This is the leaning black boulder touching the Run and Jump boulder on the Black Face side.

BUTTRESS ROUTE. B5.10. Ascend the corner nearest the Run and Jump boulder.

MIDDLE ROUTE. B5.9. Climb five feet right of the Buttress Route.

SLAB. B5.7. Ascend the low-angle side to the right of the Middle Route.

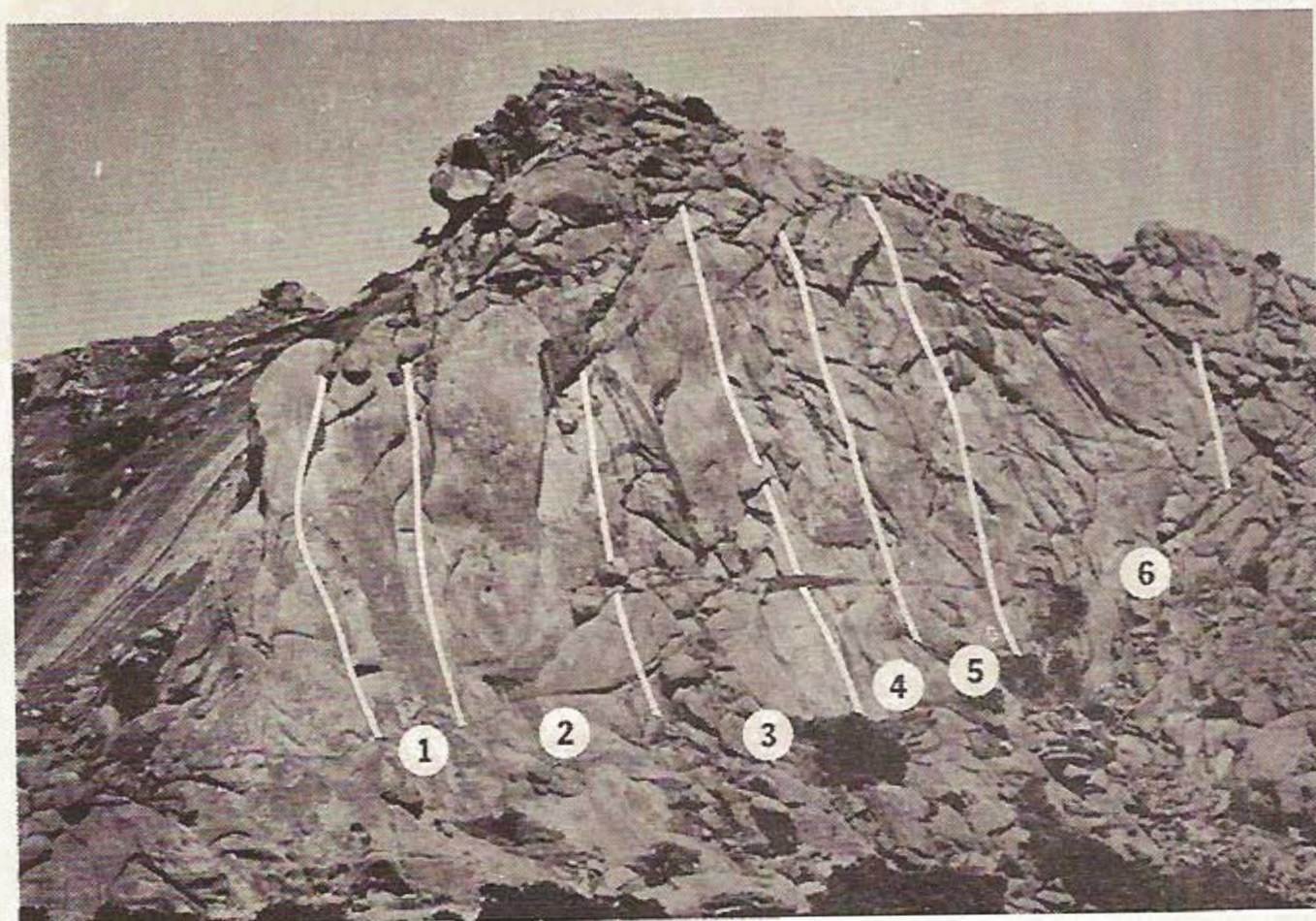
HEEL HOOK BOULDER

Just right of the Black Buttress Boulder is a rough-textured boulder with an overhanging shelf at chest level. This is the Heel Hook Boulder.

HEEL HOOK. B5.10. Do a trick hell-hook, mantle onto the shelf on the overhang.

OBSERVATION ROCK

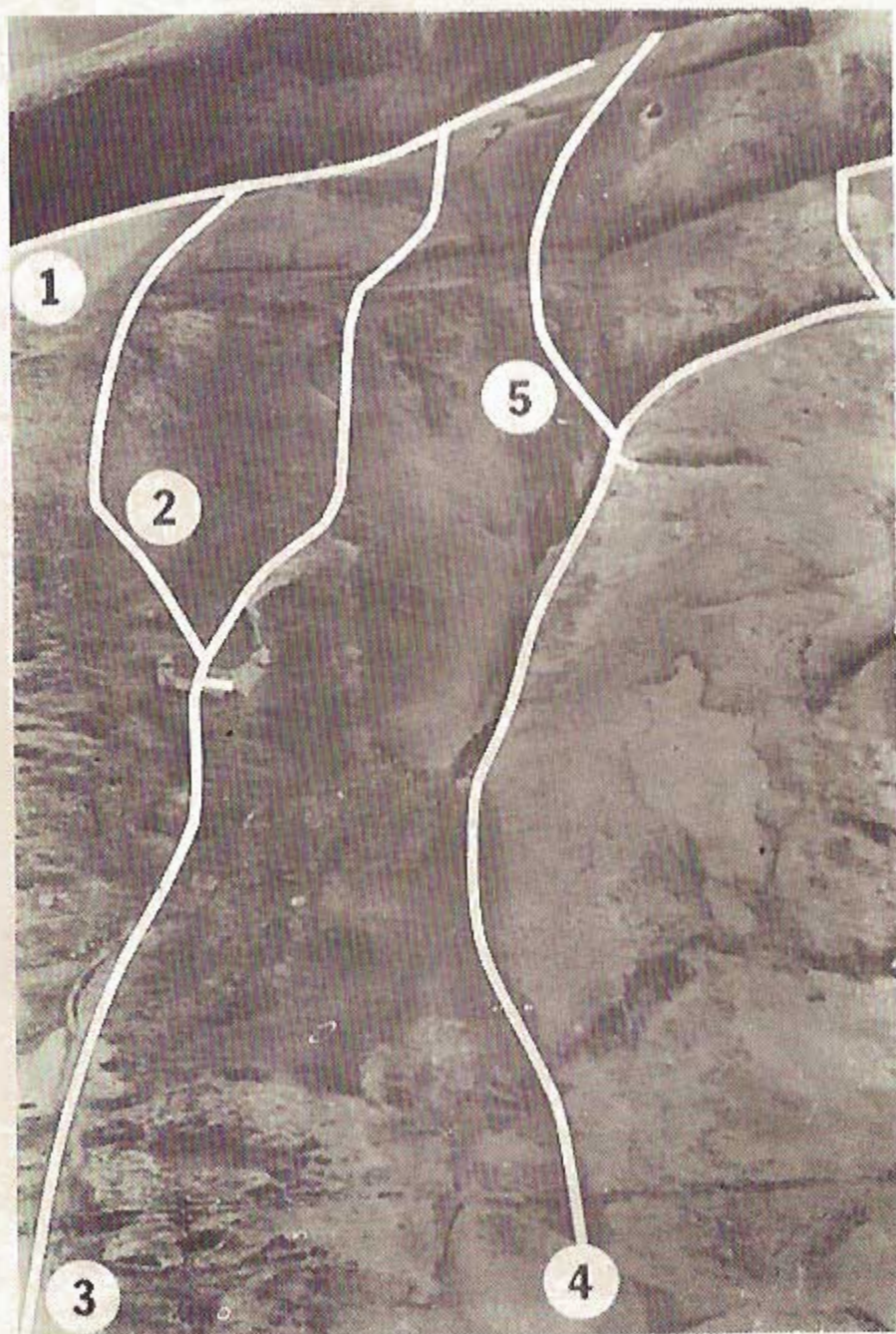
Not really a boulder problem, just a favorite hang on sunny days for watching the festivities on the walls above. This is the short flat-topped boulder across the trail from Run and Jump.



SOUTH FACE

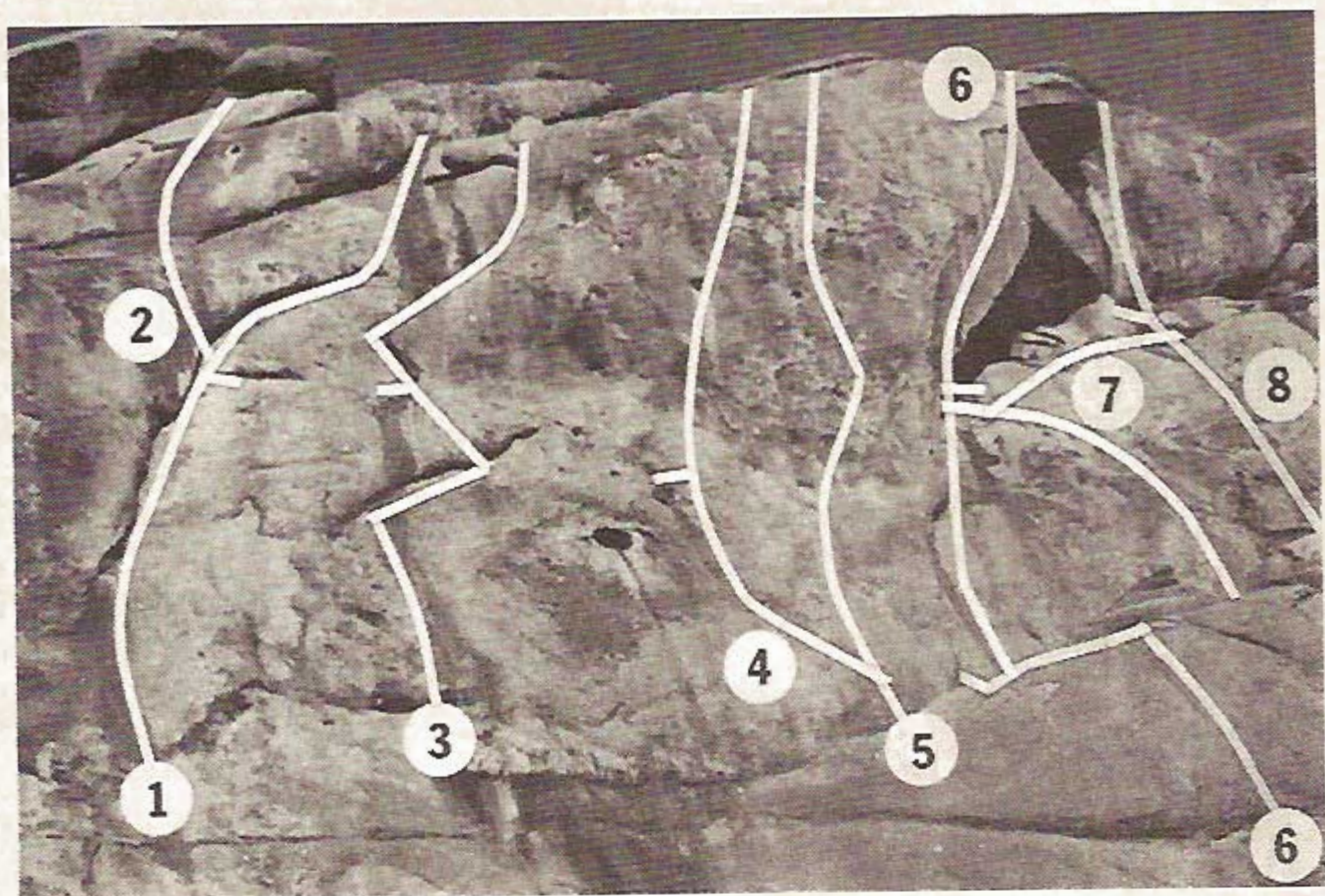
This photo shows a composite of the south face. Each numbered area represents a separate section of wall, each with its own more detailed picture further in the text.

1	The S Wall	83
2	Headwall	86
3	Sea of Screams	91
4	Pauper Area	94
5	South America Wall	95
6	Pretender Area	99



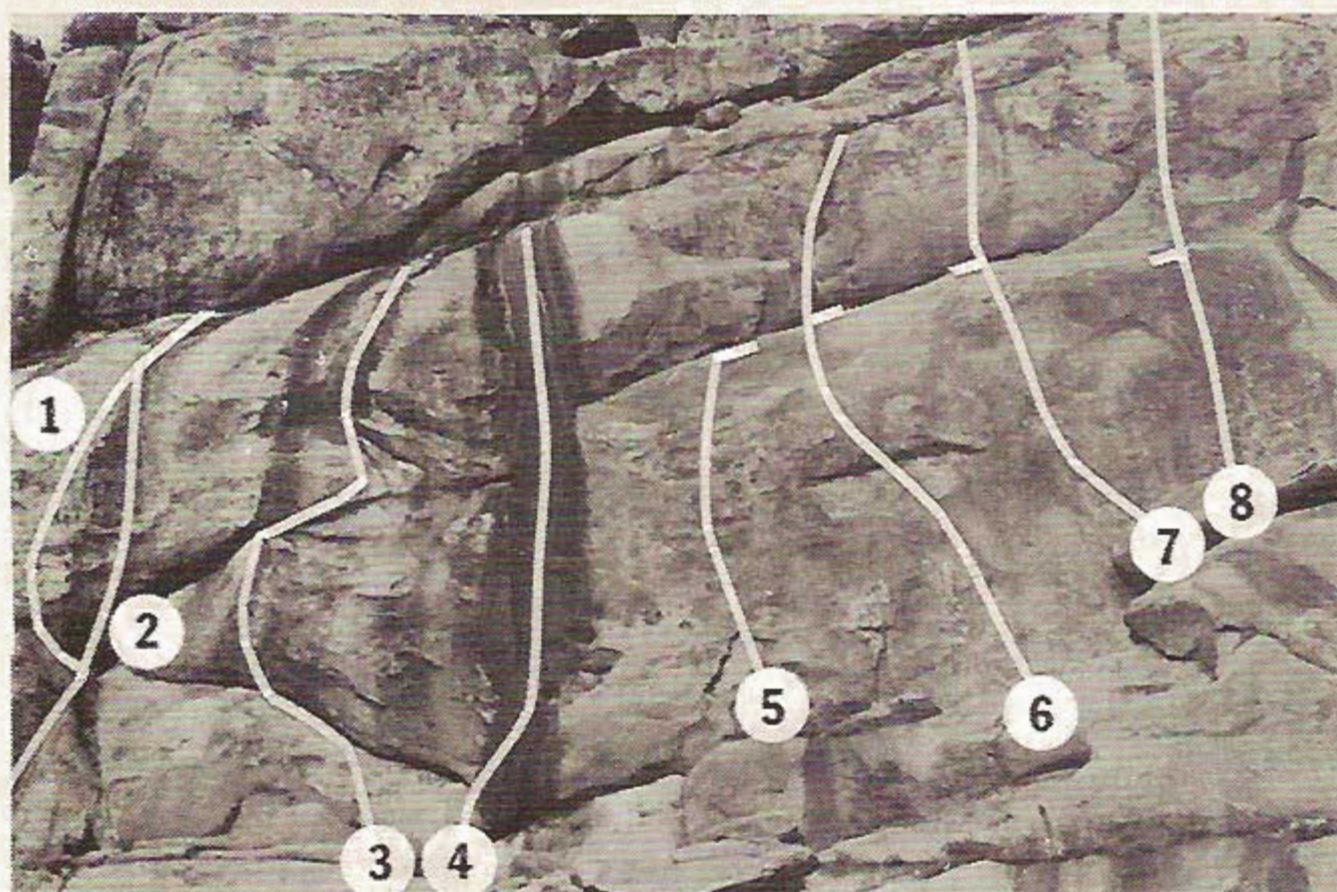
S WALL

1	Snake's Head Dihedral	83
2	The Big Bite	84
3	The S Wall	83
4	The Baptism	84
5	Desire	85



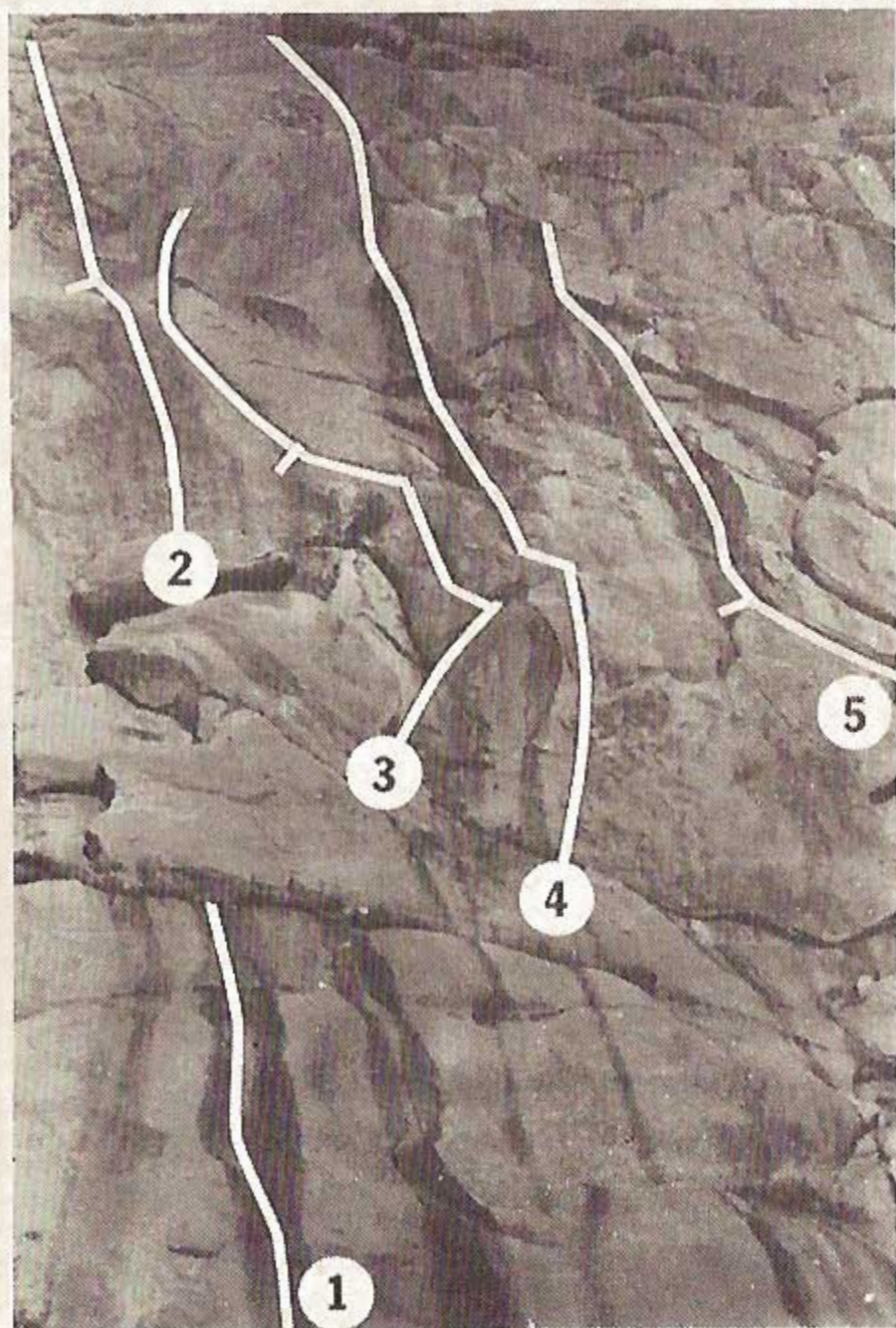
HEAD WALL

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2	Desire	85
3	Bourbon Street	85
4	Chicago Bound	86
5	Last of the Good Guys	86
6	Anorexia	87
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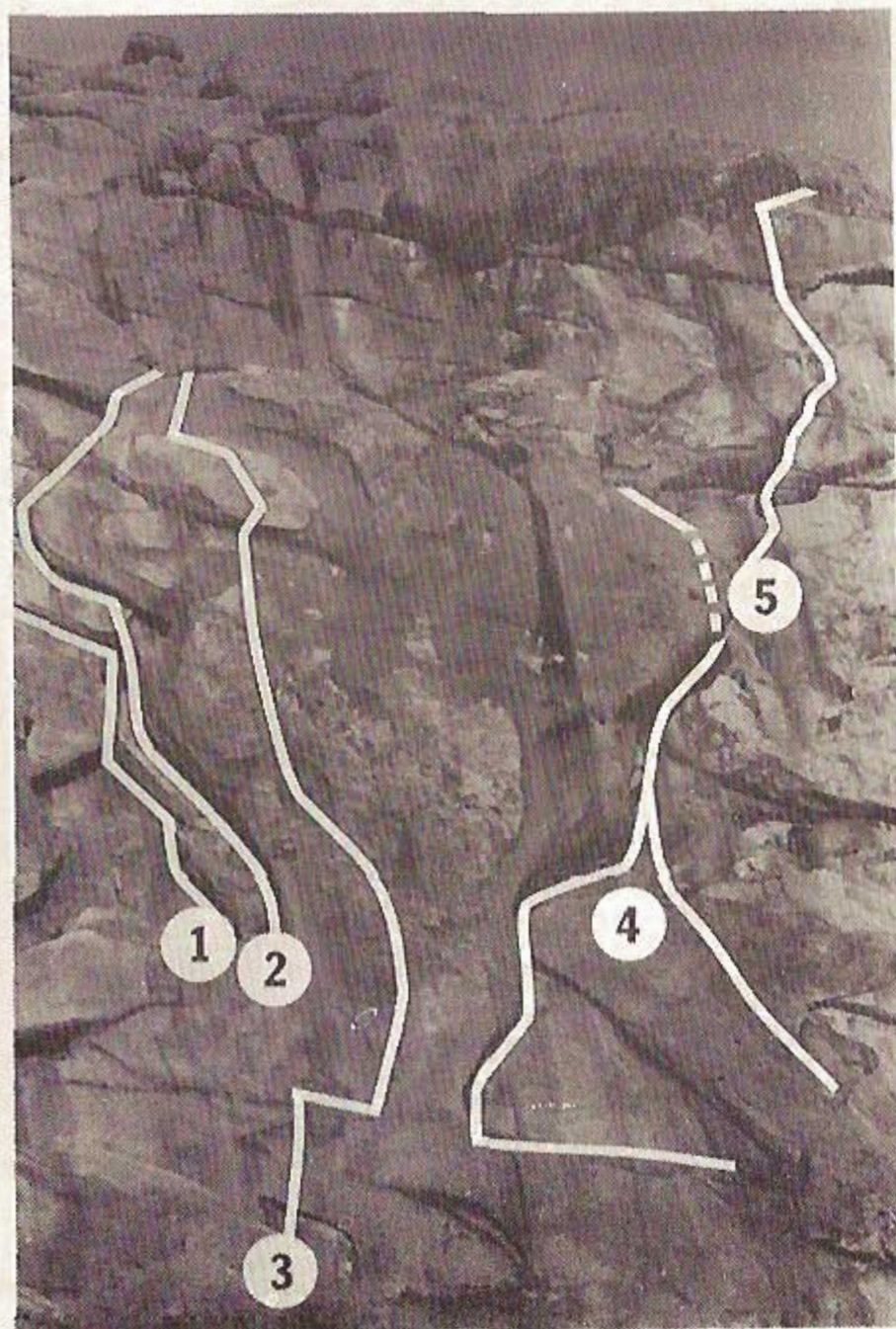
SEA OF SCREAMS

1	Soft-N-Pretty	90
2	Little Women	88
3	Snow White	90
4	Jet Stream	90
5	Taken By Force	91
6	Silent Scream	91
7	Scream Dream	91
8	Cheap Athletic Tape	94



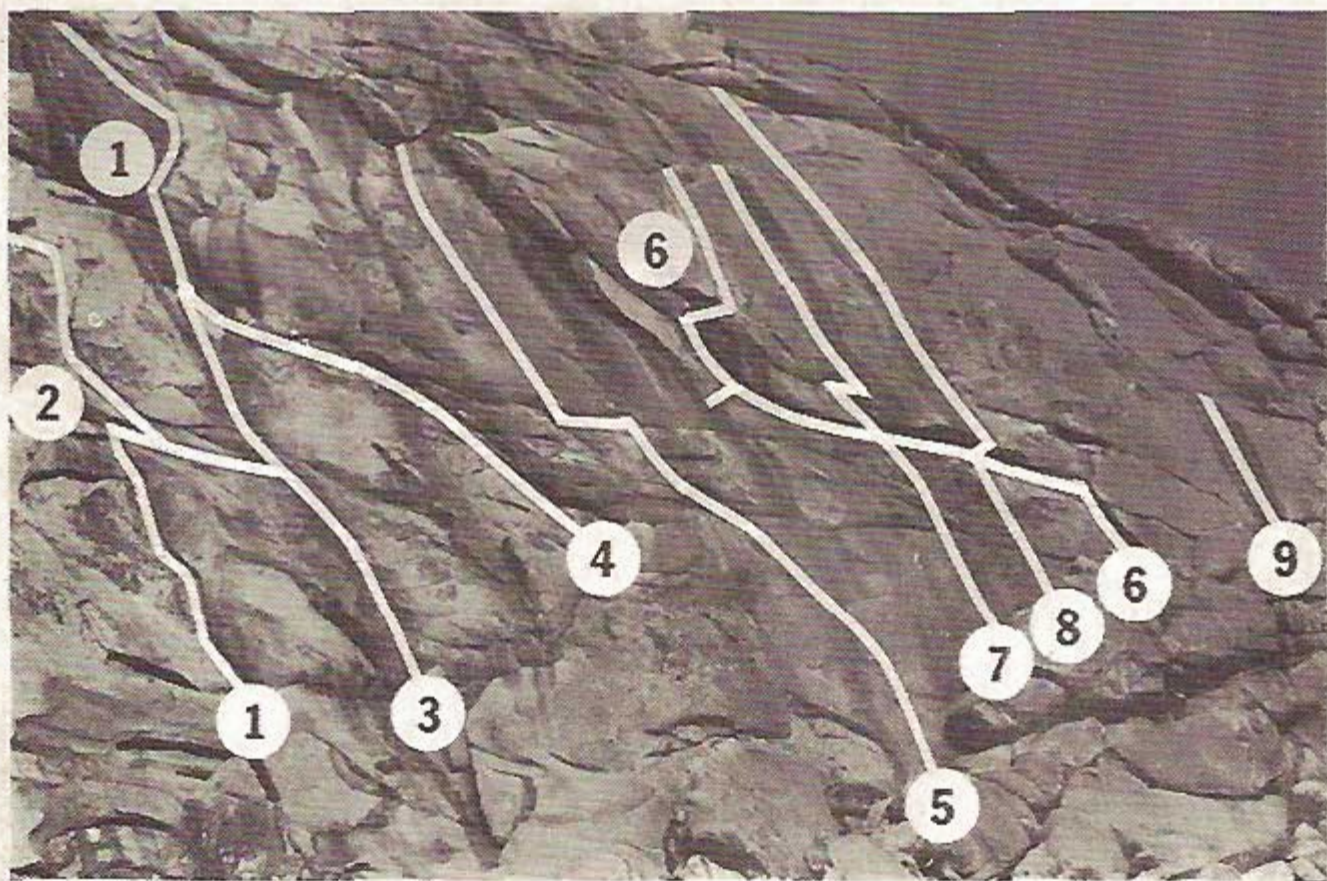
THE PAUPER AREA

1	Super Slide	95
2	Cheap Athletic Tape	94
3	Cream	94
4	The Pauper	94
5	South Pacific	96



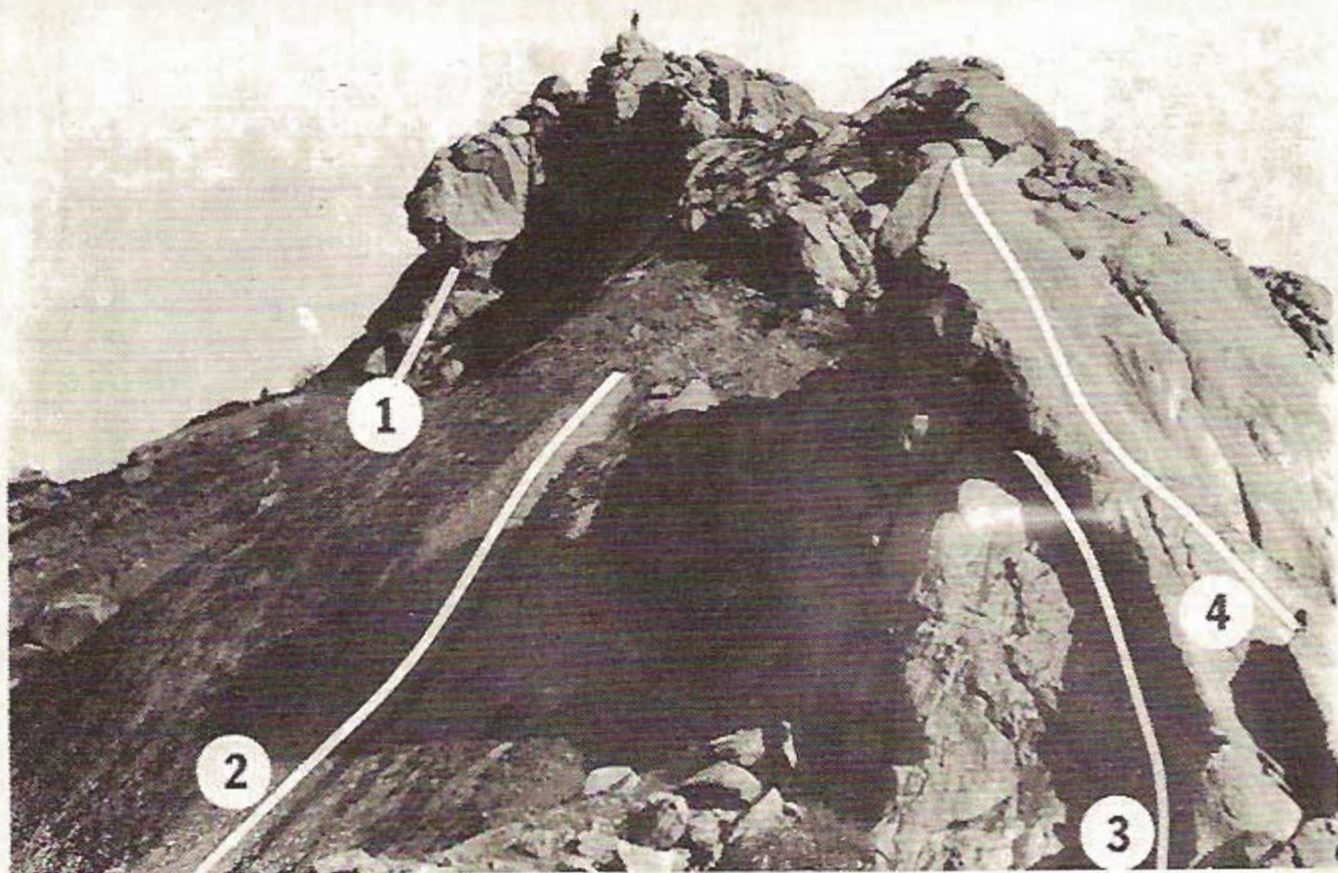
SOUTH AMERICA WALL

1	South Pacific	96
2	South Africa	96
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1	Field of Opportunity	97
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3	Direct Start-Field	97
4	Macho Man	98
5	Last of the Dead Guys	99
6	3 Bolt	99
7	The Pretender	99
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9	Thin Lizzy	100



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2	Devil's Slide	105
3	The Arm Pitt	105
4	Standard Snake's Head	82

PRACTICE WALL

BEGINNER'S CRACK. 5.6. Climb the largest crack up the Practice Wall to a large ledge.

ROWINS ROOF. 5.10. Chris Rowins (solo), 1979. The hardest route to date on the wall. Walk along the wall to a spot below a small roof with a large aluminum hanger bolt. Climb the wall to a bolt, then tackle the roof.

THE MAIN WALL

STANDARD SNAKE'S HEAD. 5.5x. Ken Rose and party.

The large column of rock on the left side of the Main Wall is called Snake's Head. This route ascends the left skyline as seen from the bouldering area next to the parking lot.

There are several ways to get to the base of the upper Snake's Head slab. The easiest way is to hike around the Practice Wall towards the NW face, and scramble up easy rock to the final slab. Another approach to the upper slab is to do a route on the Practice Wall, then ascend a short wall above leading to the slab. Other approaches are available for the inventive. You should eventually end up on a large ledge just below the final slab.

1. Runout the rope up the slab trying to stay near the middle of the slab. There are two belay bolts on the top.

DESCENT: This is done by jumping onto the large boulder behind the belay bolts.

THE LEANING DIHEDRAL. 5.7. Bill Thomas, Duane Raleigh, 1978.

This is the right-leaning corner above the Practice Wall and left of the Snake's Head Dihedral.

1. Ascend the dihedral finishing on a ledge below the Snake's Head slab. Descend to the left or continue up Snake's Head.

SNAKE'S HEAD DIHEDRAL. 5.8xx.

A classic line but somewhat unprotected. Perhaps large tubes or Titons will stay in. This route goes up the large dihedral on the south side of the Snake's Head column.

1. Ascend the dihedral, with the crux a lie-back around a bulge below the belay window.

2. Easier. Continue up the dihedral as it curves right.

MOOSE HEAD. 5.10. Mike and David Panceria, Bernie Wire, 1978.

A beautiful, slightly overhung crack on the wall to the left of the Snake's Head Dihedral route.

1. Climb a series of buckets and small holds to the crack. Follow the crack diagonally right, then up to a small cedar tree. Descend to the left or continue up Snake's Head slab above.

THE S WALL. 5.9xx. Bill Thomas, and Raleigh, 1979.

A classic route which opened the major face climbs on Baldy. Once considered a desperate, the climbing is reasonable when compared to today's newer routes. This route goes up the middle of the black slab which makes up the right side of the Snake's Head Dihedral.

1. Climb knobs (5.7) 30 ft. right of the dihedral to a white "S" shape feature on the slab above. Belay in the lower curve of the S by two bolts. This pitch is totally unprotected except for the hanger-less bolt at midpoint.

2. Follow the general shape of the S about 20 ft. to a bolt. From the bolt work your way straight up 40 ft. to a horizontal seam. Step over the seam, ascend a short slab, and belay. Exit right.

THE BIG BITE. 5.10xx. Raleigh, Rick Thomas, 1980.

1. Do the first pitch of the S wall route.

2. From the belay in the S, climb 15 ft. left, then up 20 ft. to a bolt in the blank region. From the bolt climb straight up aiming for the top. Beware of the big bite consequences should you fail.

SABB. 5.7.

This route takes the easy sections of the S wall, Baptism, and Bourbon Street.

1. Climb to the hanger-less bolt on the first pitch of the S wall. Traverse right to the start of the Baptism crack. Follow the crack to the belay shelf.

2. Traverse right crossing a ledge to the chimney crack on Bourbon Street. Continue with same.

THE BAPTISM. 5.10x. Raleigh, Terry Andrews, 1979.

One of the first of its kind, but soon followed by others. This route begins by climbing the water streak leading out of the long, arching crack to the right of the S wall.

1. Ascend the red streak from its lowest point to the crack. Follow the crack 50 ft. to a belay shelf.

There is a bolt in the streak about 75 ft. up.

2. Continue up the crack following it left until it peeters out below a steep bulge. Step over the bulge onto a short slab which you follow to cracks off to the right.

DESIRE. 5.10xx. Raleigh, Jon Frank, 1980.

A mind control game with no outs.

1. Do the first pitch of the Baptism.

2. Do a disco step left into a red water streak. Climb straight up the streak to a ledge just left of a horizontal seam and just right of the horizontal seam on the second pitch of the S wall route. The final section goes up the water streak between the seams finishing just left of an eye-like hole. Once you leave the belay there is no retreat.

*** BOURBON STREET. 5.7. Greg Schooley, Bernie, 1978.

A Quartz favorite, this was the first route to ascend this section of the wall.

1. Begin on a large, grassy ledge above and right of the start to the Baptism. Mantle onto a knob by a bolt (crux), then work your way up the wall passing two bolts to a horizontal crack. Undercling or face climb below the crack 25 ft. right to another bolt at the end of the crack. Step over the bulge above the bolt, then work left to a ledge below a chimney crack.

2. Climb the chimney above, or follow it half-way stepping right onto the outer wall. Bring medium stoppers for the outer wall exit (5.6).

BOURBON STREET DIRECT. 5.8x. Raleigh, Rick Thomas, 1980.

1. Climb to the third bolt on Bourbon Street. Traverse right 10 ft. to a water streak above the crack and ascend it to the ledge below the chimney crack.

2. Same as Bourbon Street.

HEADWALL

To the right of Bourbon Street is a large square headwall with a gaping crevasse at the bottom and a huge roof on its right side. Numerous potholes and knobs characterize the wall. This is known logically as the Headwall and contains three difficult routes.

LAST OF THE GOOD GUYS. 5.10. Raleigh, Bill Thomas, 1979.

Climbed during an epic heatwave, this route was the first to make its way up the steep headwall to the right of Bourbon Street. It was the last major face on Baldy to fall, but it did not yield easily breaking drills, hammers, bottoming bolts, falls, and near heat strokes. The poor bolts have been replaced so the leader is no longer faced with the dreaded grounder.

1. Step across the chasm at the foot of the headwall to a bolt. Go straight up from the bolt working your way up the steep slab and headwall using various knobs and holes. There are seven bolts in all.

CHICAGO BOUND. 5.11r. Raleigh, Jimmy Ratzliff, 1980.

The most continuously difficult climb on Baldy and possibly in Oklahoma. Keeping up with headwall tradition, this route finally succumbed during a major heat-wave after several attempts. The first ascent required a maximum effort to place the bolts and used aid (sky hook) only on the last bolt. This route ascends the headwall 20 ft. left of the

Good Guys.

1. Get the first bolt on the Good Guys, then traverse left 15 ft. and climb to a bolt. From the bolt go straight up to a large pothole with a fixed pin and bolt.

2. The second pitch becomes a game of connecting the bolts overhead. This accomplished, belay from the three bolt anchor on top.

ANOREXIA. 5.10x,A3. Chris Rowins (solo), 1979. first and second pitches led free in 1980 by Rowins and Raleigh.

Three demanding and very different leads.

1. Climb the thin seam on the short wall directly below the start to the Last of the Good Guys.

2. Climb the wall 20 ft. right of the Good Guys to a large hangered bolt. Go straight up from the bolt and gain a small crack following it into a large corner with a rotten column of rock.

3. Turn the roof to your left just below the column via two rivets. A hook move on a flake gains the thin crack on the wall above the roof. The route ahead is clear. Nail the crack, passing three rivets and a bolt.

Australian RP's help protect the first and second pitches. The third pitch takes knife-blades to medium angles.

HOOK ROOF. A4. Chris Rowins (solo), 1980.

This route hooks up the large overhang directly beneath the aid pitch on Anorexia.

1. Do either the second pitch of Anorexia or the first pitch of Dick Bump to arrive at the base of the

roof.

2. Hook up the roof in the corner directly below the large bolt. Gain the aid crack following it to the top. Skyhooks, bat-hooks, knifeblades, and small angles are very useful.

*** HOBBITT. 5.7. James Hollingsworth, Jay Lowell, 1973.

One of the first routes on Baldy. This climb begins down in the hole to the right of Dick Bump and follows the waving crack up the wall.

1. Climb out of the hole (without using the back wall), and continue up the crack to a large ledge before the final steep headwall.

2. Lieback and jam the crack in the headwall to the top.

DICK BUMP. 5.8xx. Terry Andrews, Sam Audrain, 1980.

From the headwall, walk along the wall squeezing through a hole between the wall and a large boulder. The route goes up the wall 15 ft. right of the boulder.

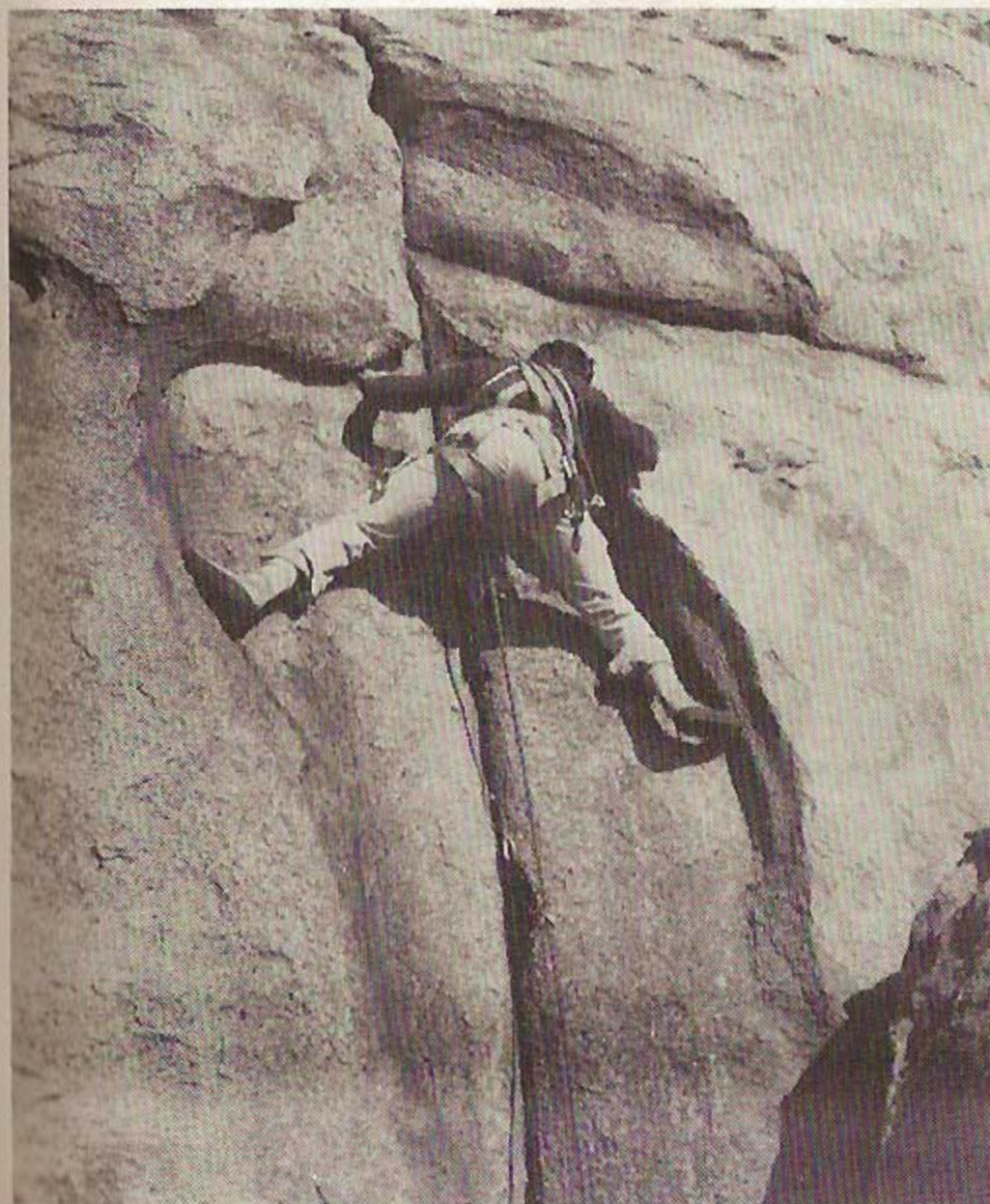
1. Climb to a small crumbling ledge, then traverse left and up to the large corner below Anorexia's aid crack.

2. Go up the corner 15 ft. then traverse right across smooth rock to a large ledge on Hobbitt.

3. Scramble off to the right, or continue with the Hobbitt.

LITTLE WOMEN. 5.9r. Bill Thomas, Raleigh, 1980.

To the right of the Hobbitt are three black streaks. Each of the streaks is a climb and Little Women is



Bill Horton on the HOBBITT

the shortest, faintest and easiest of the streaks. It is the left-most streak and begins in a right-facing corner.

1. Ascend the corner to the overhanging start of the black streak. Turn the overhang and continue up the streak to a large ledge below the second pitch of the Hobbitt. Hike to the right, or continue with the Hobbitt.

SOFT-N-PRETTY. 5.8r. Raleigh, Bill Thomas, 1979.

This variation avoids the crux roof on Little Women.

1. Climb to the overhang, then traverse left onto a steep slab, joining Little Women after about 15 ft. of climbing.

SNOW WHITE. 5.9x. Raleigh, Bill Thomas, 1980.

This is the middle of the three water streaks. Quivering knees marked the first ascent.

1. Begin by underclinging a long arching crack which intersects the water streak near the bottom. Follow this left to the middle of the arch. Step over the arch and climb a smooth slab 20 ft. to a bolt. Follow the left leaning cracks above to another bolt. From the second bolt, continue up a smooth slab to the top.

JET STREAM. 5.10xx. Raleigh, Bill Thomas, 1980.

This is the right and most prominent of the three water streaks, also the most difficult and least protected.

1. Ascend the left edge of the streak to a large ledge below a wall full of holes and cactus. Get the bolt by the holes and continue up the water streak 40 ft. to another bolt before the final slab. Follow dimpled rock in the streak to the large

belay ledge.

SEA OF SCREAMS

The steep, blank section of wall to the right of Jet Stream is known as the Sea of Screams due to the nature of its routes. This wall hosts several finger-ripping face climbs all being bolt protected.

TAKEN BY FORCE. 5.9r. Raleigh, Donnie Hunt, Chris Rowins, 1980.

This is the easiest and left-most of the routes on the Sea.

1. Ascend the wall 15 ft. right of Jet Stream to a bolt. Continue up the wall to a large ledge.

2. Choose a summit route to continue.

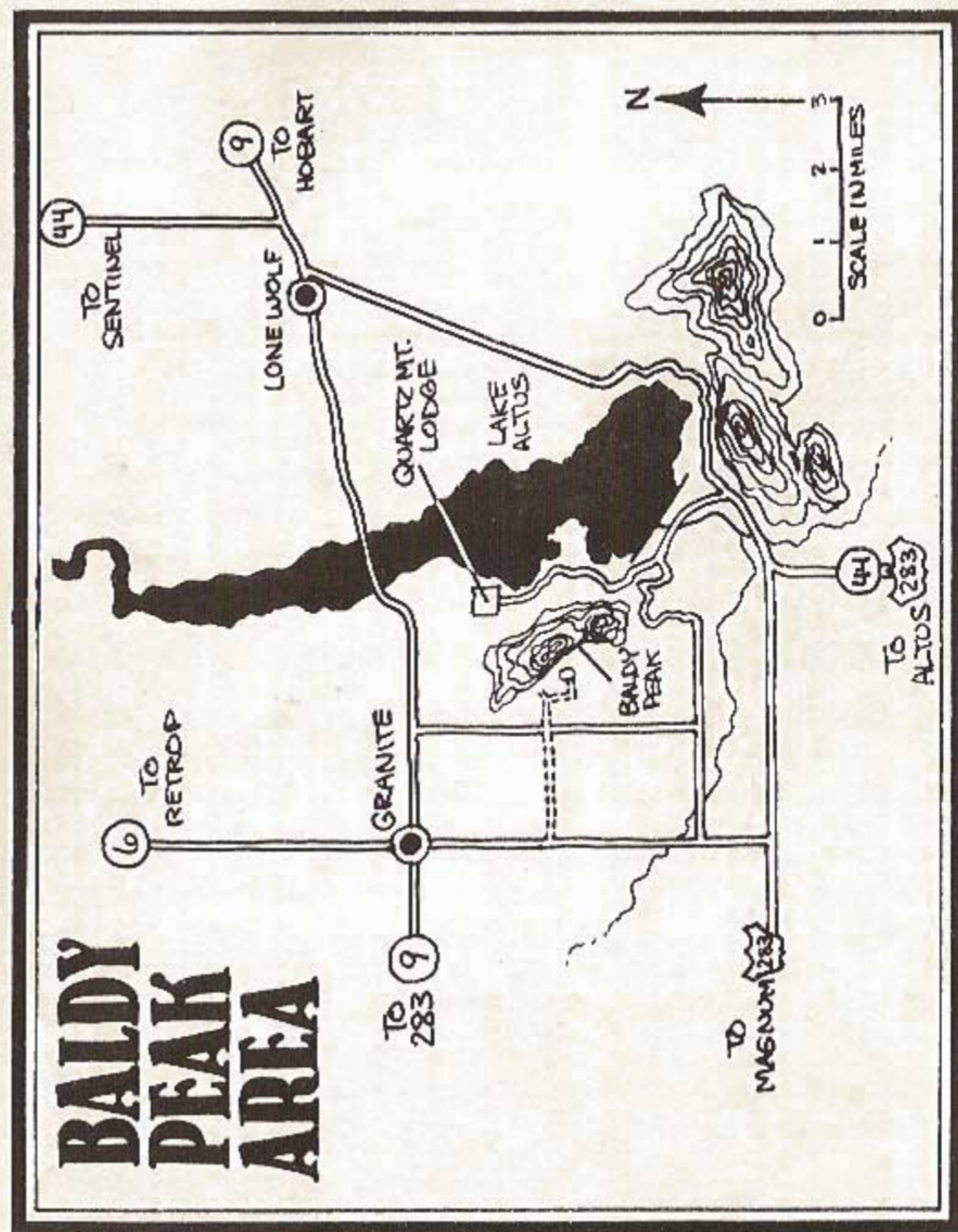
SILENT SCREAM. 5.10r. Raleigh, Bill Thomas, 1980.

This was the first route to make its way up the Sea of Screams. The first ascent was accidental and involved a case of bouldering where it was deemed safer to continue than to attempt retreat. Begin about 20 ft. right of Taken by Force in a red band of rock below a short horizontal crack.

1. Ascend the trough 15 ft. to a bolt. Angle slightly left, then up to the horizontal crack with a bolt. Step left over the bulge from the bolt and continue to a large ledge.

2. Behind the ledge is a prominent black streak with an overhanging start. Climb this (5.7).

SCREAM DREAM. 5.11r. Jon Frank, Jimmy Ratzliff, Duane Raleigh, 1980.



Jimmy Ratzliff on SCREAM DREAM

A difficult and risky proposition, this route goes up the wall 20 ft. right of Silent Scream. It begins atop a large boulder and is reached by scrambling up a chimney on the right side of the boulder.

1. From atop the boulder step left a few feet onto a ledge below a bolt. Go up here scratching up the red rock above the bolt to a large ledge with a crevasse.

2. Ascend a very faint trough or streak above the right end of the ledge (5.8).

CHEAP ATHLETIC TAPE. 5.10r. Raleigh, Jimmy Ratzliff, Charlie Hays, 1980.

A classic finger crank. Begin atop the same boulder as Scream Dream, but climb the wall near the right side of the boulder.

1. Crank up the wall 15 ft. to a bolt. Continue up to a large ledge.

2. Ascend a knobby wall above the ledge (5.7).

CREAM. 5.8x. Bill Thomas, Raleigh, 1980.

This climb begins in the approach chimney on the right side of the boulder at the base of Scream Dream.

1. Chimney about halfway, then exit right in a hand crack. Follow the crack 20 ft. to a ledge.

2. Walk left 11 ft. to a low-angle, cream coloured corner. Go up the corner to a bolt. From the bolt enter the crack above and continue to the top.

THE PAUPER. 5.10x. Raleigh, Bill Thomas, 1979. Direct finish done in 1980 by Raleigh and Donnie Hunt.

The classic "thin crack" on Baldy. A natural line which begins below the Scream Dream approach chimney.

1. From a grassy ledge below the chimney, walk 15 ft. right to a knob on a steep face. Mantle onto the horn then climb up 10 ft. where you traverse 5 ft. right and ascend a rib of rock to the start of the crack. Once in the crack, follow it to the top with a fixed nut at the crux.

CRACK START TO THE PAUPER. 5.7.

Begin the same as Cream, but step right, into the Pauper after about 15 ft.

FACE FINISH TO THE PAUPER. 5.9.

The original finish. Traverse right, below the copperhead to avoid the crux section.

SUPER SLIDE. 5.9xx. Raleigh (free solo) 1979.

This route goes up the slab just below Scream Dream. The slab is distinguished by a long arching chimney on its left side and two prominent black water streaks going up its middle.

1. Ascend the left-most prominent streak with the crux 20 ft. up.

MONKEY ON THE FOOTBALL. 5.5. Jay Lowell, Kurt Shier, 1974.

1. Climb the knobby wall to the left of the chimney described in Super Slide.

SOUTH AMERICA

About 25 ft. to the right of the Sea of Screams is a crude rock formation resembling South America. It has large cracks on both the Atlantic and Pacific

sides as well as a face climb up the middle.

SOUTH PACIFIC. 5.8. Kenny Stearns, Jay Lowell, 1973.

This route goes up the left or Pacific side crack on the South America wall.

1. Lie-back a left facing, clean dihedral to the apex of a roof with a finger crack above. Jam the finger crack to a ledge, then undercling left (crux) to a short left-facing corner.

2. Ascend the corner, then choose your way up the exit cracks with the hardest and longest crack going at 5.7.

SOUTH AFRICA. 5.8. Raleigh, and Lee Stewert, 1979?

1. Lie-back, jam or chimney the off width to the right of the start to South Pacific always staying in the right-most crack. Finish in your choice of exit cracks.

AMAZON WOMAN. 5.10-. Raleigh, John Sanders, 1979.

A classic by any standards, steep, enjoyable face climbing up an improbable wall.

Begin about 20 ft. below the tip of South America on a narrow ledge with a crack containing several chockstones to the left.

1. Undercling a short arch, then pull over onto the easy slab leading to the start of South Pacific. Traverse right to a red band of rock. Climb 10 ft. to a bolt, then climb the bulge above to easier rock. Follow knobs past a bolt to the steep section overhead also with a bolt. Turn the steep section to the left of the bolt and climb onto a low-angle section below a short roof. Step over the roof by a bolt and continue to a large ledge. Walk

left on the ledge, then up 10 ft. to the top.

2. Raleigh, Rick Thomas. 5.8r., 1980.

Climb the smooth slab above a small cactus patch to a short left-facing corner. Step into the corner following it to the top.

ATLANTIC ROUTE. 5.7. Kenny Stearns, Jay Lowell, 1973.

This route takes the right, Atlantic side crack to the SA wall. The crack can be reached by following a horizontal band of rock which leads into the crack from the right side.

1. Follow the horizontal band of rock left into the beginning of the crack. One can climb a finger crack in a slab about 20 ft. right of the crack start to gain the chimney at midpoint. Follow the crack which eventually turns into a bombay chimney. Belay once outside the chimney. Scramble left to go up.

GLASS. 5.9r. Jon Frank, Jimmy Ratzliff, 1980.

An airy adventure up smooth rock.

1. Do the first pitch of the Atlantic Route.

2. Walk right to a series of waving cracks. Follow the cracks ending up on a slab below a roof. Climb to the roof, then traverse right under the roof to a fixed nut and a ledge.

FIELD OF OPPORTUNITY. 5.8. Greg Schooley, Terry Andrews, 1979.

This route ascends a series of cracks, potholes, and slabs to the right of the Atlantic route.

1. Climb a waving crack about 100 ft. right of the

Atlantic route. High-step out of the crack left, then traverse right to a bolt. From the bolt, climb a steep slab to a large pothole passing a bolt about 15 ft. up.

2. Step left out of the pothole, then back right into a 30 ft. hand crack. From the top of the crack traverse left across a slab to a prominent crack in the roof above. Turn the roof at the crack and belay.

FACE START TO THE FIELD OF OPPORTUNITY. 5.6. Bill Thomas, Raleigh, 1979.

An easier start avoiding the high step out of the beginning crack.

1. Climb the faint water streak on the slab to the right of the crack start. Reach the pot-hole and continue with the usual route.

FIELD DIRECT. 5.9r. Rick Thomas, Raleigh, 1980.

A more direct and sustained finish to the original Field route.

1. From the bolt at the end of the first crack on the Field, step left into a small crack or corner. Follow the corner exiting left at its end onto a large ledge.

2. Climb the arching roof above the ledge to a cave. Exit right out of the cave to a short water streak. Climb the water streak to a ledge below a roof. Exit out the crack in the roof.

MACHO MAN. 5.7. Greg Schooley and party, 1979.

This route ascends the left-facing corners to the right of the first pitch to the Field of Opportunity.

1. Follow the cracks arriving at the Field of Op-

portunity's belay hole.

2. Continue with the Field.

LAST OF THE DEAD GUYS. 5.9xx. Raleigh, John Sanders, 1979.

Destined for obscurity. 160 ft. of unprotected climbing up a steep slab just below the two yellow dihedrals on the far right side of the south face.

1. Begin at the bottom of the slab about 15 ft. left of the dihedrals. Climb crumbling rock 50 ft. to a ledge below the yellow dihedrals. Continue up the slab following a faint streak to the left of the dihedrals.

3 BOLT. 5.7. Greg Schooley, Terry Andrews, 1979.

A long horizontal crack and ledge intersects the bottom of the yellow dihedrals. This route begins below the right side of the horizontal crack.

1. Do a short lie-back to reach the horizontal crack. Traverse left about 30 ft. passing a bolt, to the base of the yellow dihedrals and a 3 bolt anchor.

2. Climb 15 ft. up the corner then step right into a 20 ft. hand crack. Step right out of the hand crack on a ledge to a bolt. Follow easy rock to the top.

THE PRETENDER. 5.9x. Sam Audrain, Raleigh, 1979.

Begin directly beneath the traverse bolt on the first pitch of the 3 bolt route in a crevasse. This route ascends the prominent water streak 20 ft. to the right of the yellow dihedrals.

1. Climb 30 ft. up to the streak and a bolt.

Undercling a short arch, then step over the small roof into the water streak. Follow the streak 30 ft. to a bolt. The route becomes more difficult if you climb entirely in the black streak.

ROMPER ROOM. 5.7xx. Raleigh, Bill Thomas, 1980.

This route takes the faint water streak to the right of the Pretender.

1. Work up the beginning slab to the start of the streak. Step over the small roof and romp up the streak above.

THIN LIZZY. 5.10x. (so far).

Really more of a boulder route than a climb. This proposed route takes the short, wide black water streak 30 ft. right of Romper Room.

THE LOWER WALL

The Grunt Chamber is the first climbing area on the Lower Wall. It is a strange and demanding chamber of horrors, well hidden and unique to this area with two short roof problems.

To find the Grunt Chamber, walk along the wall about 100 ft. looking carefully for an opening which leads into a small room with two boulder stacked roofs. The walls and boulders outside the Grunt Chamber provide demanding bouldering on well-polished rock.

KILO CRACK. 5.9. Greg Schooley, David Panciera, 1978.

The lesser of two evils. A very deceptive looking climb, this is the roof on the left.

1. Jam a 20 ft. finger to hand crack leading to the



Rick Thomas on KILO CRACK

roof. Follow the first crack leading left.

JIMMY DEAN. 5.10. Raleigh, Rick Thomas, 1980.

This is the overhanging corner on the right in the Chamber.

1. Jam a short hand crack, or follow a longer leaning crack to the roof. Jam, and squirm up the slot and around a small chockstone.

WATCH ME WALL

The first major slab as you walk down the wall from the Grunt Chamber is known as the Watch Me Wall. Descent from this slab is easiest by walking off to the left, following talus to the ground. The remainder of the Lower Wall contains several crack climbs until it fades into a talus pile.

5.8 START. Raleigh (free solo), 1980.

This route goes up the short trough on the far left side of the Watch Me Wall.

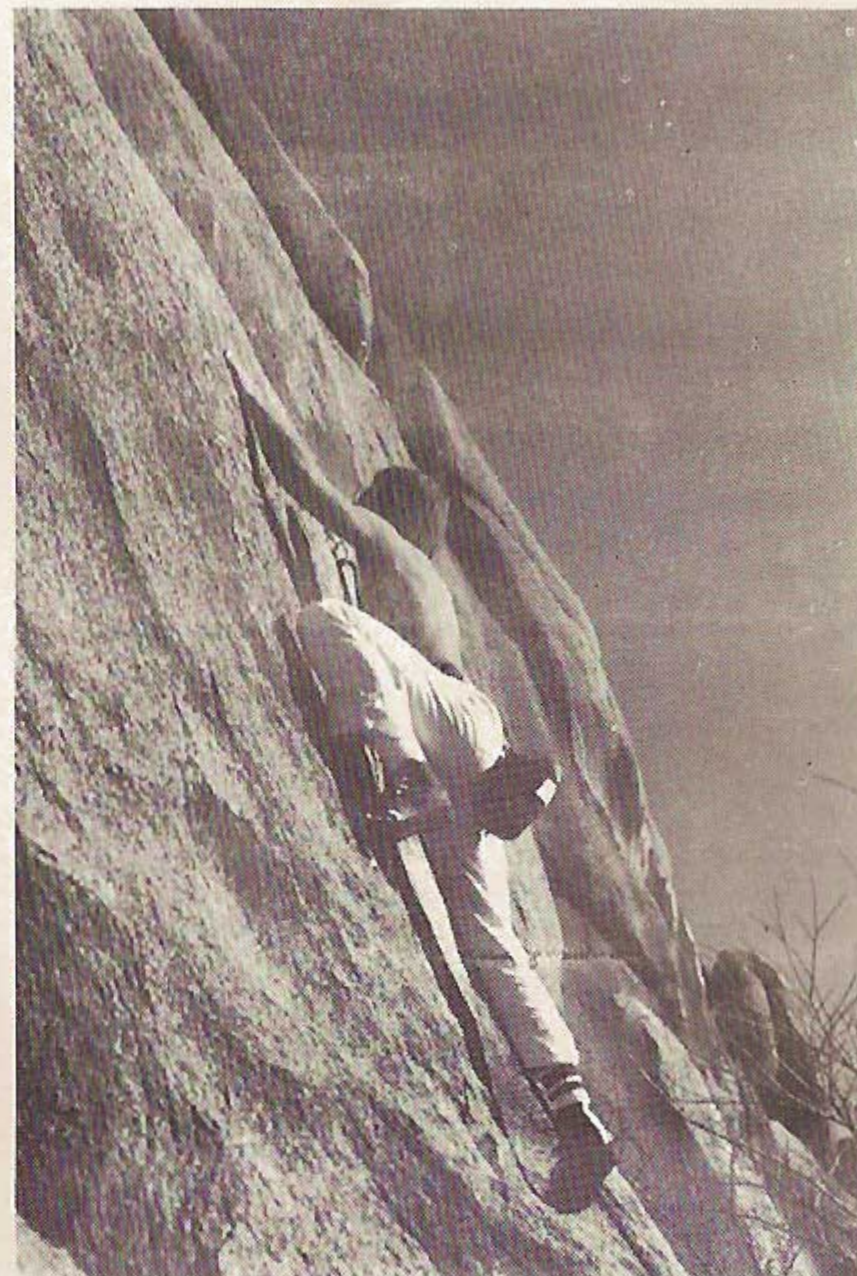
1. Ascend the trough, then continue up the slab. Descend to the left.

LADY LUCK. 5.9r. Rick Thomas, Sam Audrain, 1980. Second pitch done later in 1980 by Rick Thomas and Raleigh.

The first route to be done on this wall. This route ascends the steep wall 20 ft. right of the 5.8 trough.

1. Step across onto the wall by a bolt. Turn the steep section onto a slab and a bolt. Climb the slab 60 ft. to a steep headwall with a bolt.

2. Turn the headwall above to the right of the bolt. Climb to a similar bulge above also with a bolt.



Jon Frank on ICABOD CRANK

Turn this to the right onto easier rock.

GULF PRIDE. 5.11. Raleigh, 1980.

String runners between the first bolt on Lady Luck and the bolt on Icabod Crank to protect this climb which goes up the wall in the middle of the bolts.

1. Climb 15 ft. onto the slab then continue with either Lady Luck or Icabod Crank.

ICABOD CRANK. 5.10r. Raleigh, Rick Thomas, 1980.

This route goes up the slab 20 ft. to the right of Lady Luck and involves a mantle into a very small dish.

1. Climb a few feet to a bolt. Turn the steep section onto the slab and continue up a faint streak. Belay from the bolt to the left on Lady Luck.

2. Continue with Lady Luck or rappel.

50 LASHES. 5.9+xx. Raleigh, Rick Thomas, 1980.

Captain Bligh's favorite. This route follows the red band of rock 20 ft. right of Icabod Crank.

1. Begin at ground level. Climb through branches onto a ledge below the red rock. Follow the red band to a thin seam which you take up eventually surmounting an unprotected roof onto an easy slab.

EARTH MAN. A3, 5.11. Chris Rowins (solo), 1979. All but one move done free in 1980 by Raleigh and Rick Thomas.

1. Walk past 50 Lashes about 75 ft. to a bolt above tree level. Get the bolt, then follow cracks and bulges to a small corner and another bolt. Climb past the bolt onto a large ledge.

TEXAS CRUISE. 5.8.

A continuous, moderate hand crack about 50 yards right of Earth Man.

1. Jam the prominent crack 100 ft. to a small roof. Overcome the roof and belay.

TEXAS CRUISE TURN OFF. 5.7. Jimmy Ratzliff, Mark Hernon, 1980.

1. Do the first 50 ft. of Texas Cruise, then step right 10 ft. into a thin crack.

RAW ADRENALIN CRANK PUMP BURN OUT. 5.7x. Jimmy Ratzliff, Mark Hernon, 1980.

1. Climb the short water streak on the slab to the right of the final section on Texas Cruise.

HAND CRACK. 5.8. Bill Thomas, Raleigh, 1978.

Walk past Texas Cruise to another prominent hand crack.

1. Reach the crack by climbing knobs on a wall to the right. Once in the crack follow it 75 ft. to a large ledge.

NORTHWEST FACE

Around the corner from the Snake's Head column is a large, scaling green slab. Above the green slab is a large roof. This uninviting area has only a few climbs worthy of mention.

DEVIL'S SLIDE. 5.6xx. Jay Lowell, James Hollingsworth.

1. Work your way up the middle of the green slab. Protect by tying-off and slinging the loose flakes.

AID ROOF. A2.

1. Nail out the prominent crack in the large roof above and left of Devil's Slide.

THE ARM PITT. 5.6. Art and party, 1972.

This route goes up the left side dihedral on Snake's Head column opposite Snake's Head Dihedral.

1. Follow the dihedral up to a window.
2. Continue up the dihedral following it as it arches left.

NORTH FACE

DECEPTION CORNERS. 5.7. Terry Andrews, Greg Schooley, 1979.

1. Follow a series of vauge, deceptive corners up steep green rock. This is harder in the rain.

LITTLE REALITY. 5.10r. Jon Frank, Terry Andrews, 1980.

Just below the summit on the north side is a short, rotten wall with a clean finger crack and a loose corner leading to a 5 ft. roof with a crack. This roof is Same Reality and is about 25 ft. to the left of a small cave.

1. Climb the loose corner to the roof and swing out.

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*Indicates Recommended Route

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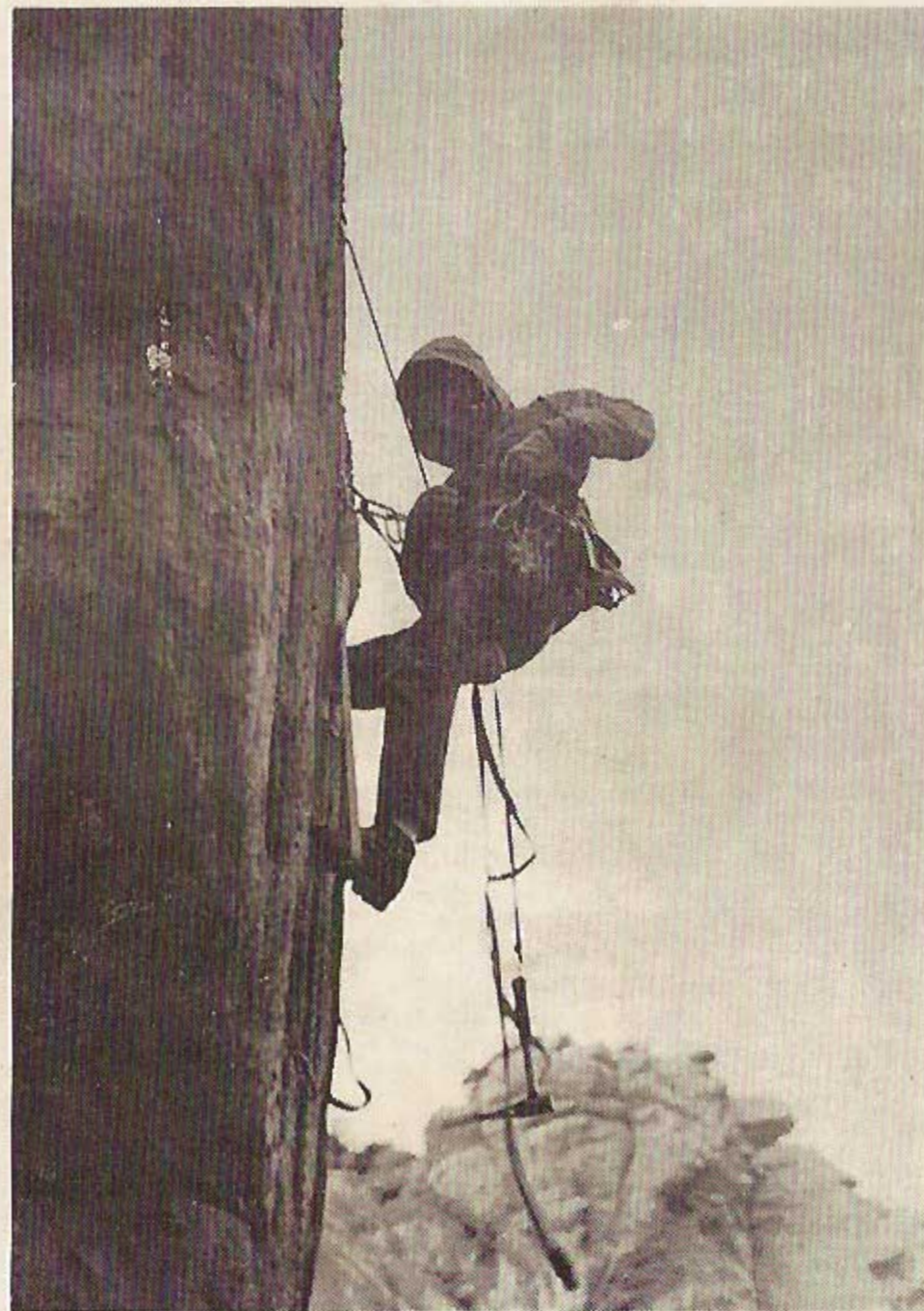
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BALDY PEAK

AID ROOF	106	FIELD OF	
*AMAZON WOMAN	96	OPPORTUNITY	97
*ANOREXIA	87	FIELD DIRECT	97
ARM PITT	105	FINGER TIP TRIP	64
ATLANTIC ROUTE	97	GILL BOULDER	64
BALDY PEAK	62	*GLASS	97
*BAPTISM, THE	84	GULP PRIDE	104
BEGINNER'S CRACK	82	HAND CRACK	105
BIG BITE, THE	84	HEADWALL	86
BLACK FACE	65	HEEL HOOK	65
BLACK BUTTRESS		*HOBBIT	88
BOULDER	65	HOOK ROOF	87
BLACK SCRATCH	64	ICABOD CRANK	104
3 BOLT	99	*JET STREAM	90
*BOURBON STREET	85	JIMMY DEAN	102
BUTTRESS ROUTE	65	*KILO CRACK	100
CHEAP ATHLETIC TAPE	94	KNOB JOB	65
*CHICAGO BOUND	86	LADY LUCK	102
CORNER MANTLE	65	*50 LASHES	104
CREAM	94	*LAST OF THE	
DECEPTION CORNERS	106	GOOD GUYS	86
DESIRE	85	LEANING DIHEDRAL	83
DEVIL'S SLIDE	105	LITTLE REALITY	106
DICK BUMP	87	LITTLE WOMEN	88
EARTH MAN	104	LOWER WALL	100

MACHO MAN	98	SEAM	65
MAIN WALL	82	SEA OF SCREAMS	91
MIDDLE ROUTE	65	SCREAM DREAM	91
MONKEY ON THE		*SLIENT SCREAM	91
FOOTBALL	95	SLAB	65
*MOOSEHEAD	83	SNAKE'S HEAD	
NORTH FACE	106	DIHEDRAL	83
NORTHWEST FACE	105	SNOW WHITE	90
OBSERVATION ROCK	65	SOFT-N-PRETTY	90
OVERHANGING CORNER	64	SOUTH AFRICA	96
*PAUPER, THE	94	SOUTH AMERICA	95
*PRETENDER, THE	99	SOUTH FACE	82
PRACTICE WALL	82	*SOUTH PACIFIC	96
RAW ADRENALIN		*STANDARD SNAKE'S	
CRANK PUMP		HEAD	82
BURN OUT	105	SUPER SLIDE	95
RIGHT EDGE	64	5.8 START	102
ROCK OF AGES		*S WALL	83
QUARRY	61	TAKEN BY FORCE	91
ROMPER ROOM	100	*TEXAS CRUISE	105
ROWIN'S ROOF	82	THIN LIZZY	100
RUN AND JUMP	64	TREE FACE	64
SABB	85	WATCH ME WALL	102
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